HOMEBREW

KUNIO'S GUIDE TO SEIGAI

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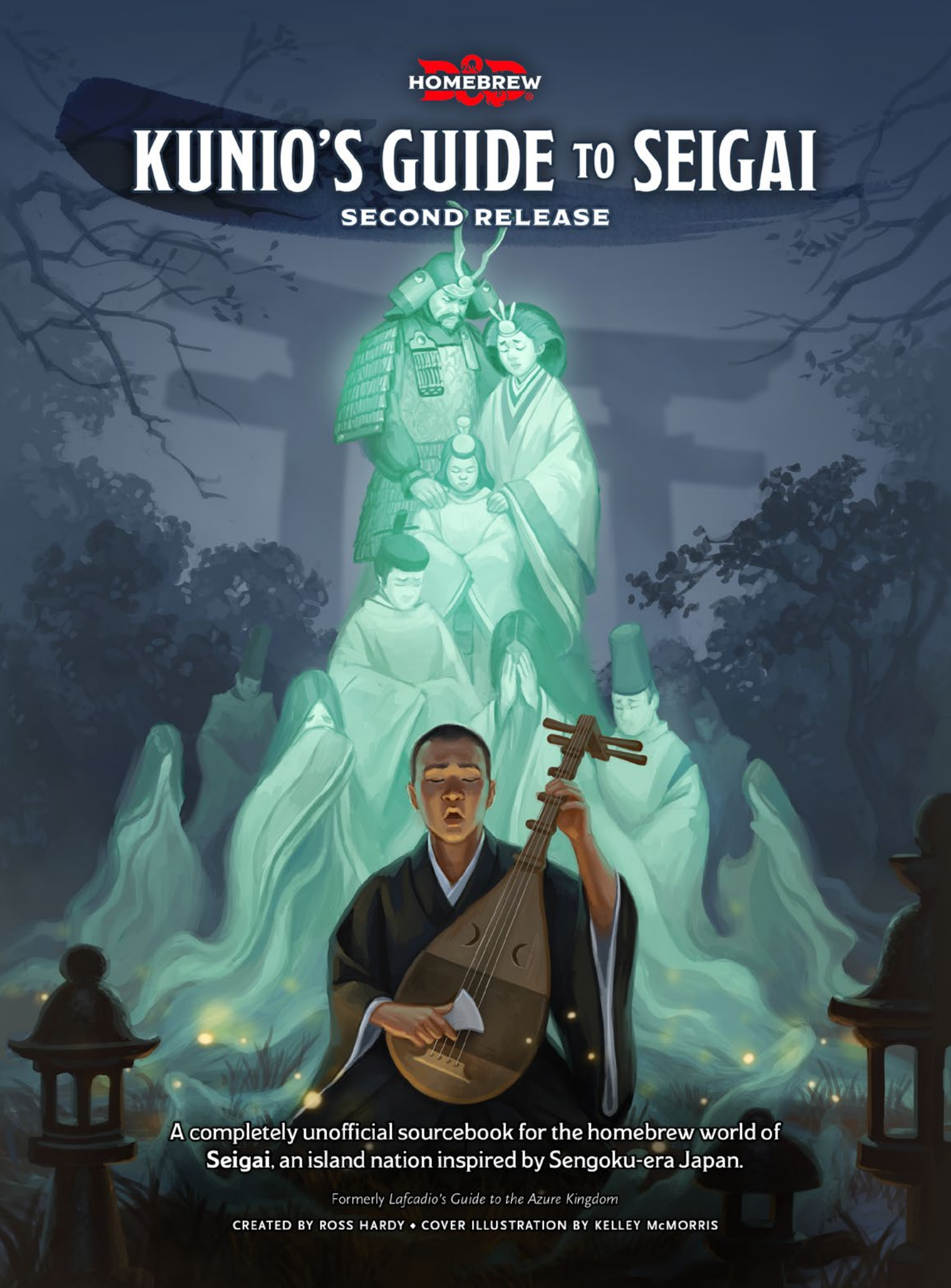

A completely unofficial sourcebook for the homebrew world of **Seigai**, an island nation inspired by Sengoku-era Japan.

Formerly *Lafcadio's Guide to the Azure Kingdom*

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KUNIO'S GUIDE TO SEIGAI

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Art: Matt Lara (full page)

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Author's Note

This guide in its inception was intended to inspire DMs to try running D&D in an "East-Asian" fantasy setting. I had unknowingly stepped into a controversy I didn't fully understand at the time, and I am very much still learning. Before you get inside the guide, I'd like to mention the topic of Orientalism and the problematic history D&D has had with it.

TSR published *Oriental Adventures* for AD&D in 1985. This supplement unfortunately fell foul of all of the tropes of the West-gazing-East. For example, let's take a look at what it says on the back cover:

"The mysterious and exotic Orient, land of spices and warlords, has at last opened her gates to the West." (Yikes.)

Oriental Adventures takes Japanese, Chinese, Mongolian, and Korean ideas and uses them to create a land called Kara-Tur, home of a homogenized East-Asian superculture. The supplement leans heavily on stereotypes and presents the people of Kara-Tur as "violent and savage, uncivilized and in need of foreign saviors and as objects of fetishization" (Daniel Kwan). The authors encode this fetishization of the exotic via a seventh core attribute named Comeliness, which affects how your character is interacted with, and has bonuses or penalties depending on your character's race. (This attribute appeared solely in *Oriental Adventures* and *Unearthed Arcana*.)

It is this othering of East-Asian cultures, and a determination to blur the lines between them, that I'm slowly coming to understand more about. While there has been a great deal of cultural interaction and exchange in East-Asia, that does not give license for an alien observer like myself to pool many of these cultures for inspiration, take my favorite bits, sandpaper out any nuance, and thus miseducate people.

For that reason I chose to narrow my scope to late Sengoku-era Japan and its folklore. My goal was to create a mirror image of Japan where the animism in Shinto was fully grounded in reality.

The way I chose to go about this was to fully acknowledge my status as an alien, writing as Lafcadio: a man who made a long voyage, experienced culture-shock, and brought back what they had learned to educate those in their homeland. I wrote this way as it was my lived experience. I recognize however that this narrative device made my guide yet one more perpetrator of othering.

Lafcadio was named after the Greek-Irish folklorist Lafcadio Hearn, who travelled to Japan and spent much of his life there. His writings personally inspired me; however, he was also partly responsible for propagating some of the most harmful Orientalist tropes. Since the first edition I replaced Lafcadio with Kunio, a native Seigai citizen. Kunio is inspired by one of Hearn's contemporaries, Yanagita Kunio, who wrote an excellent collection of folk tales named *The Legends of Tono*. I recommend this one to any GM—there are times where it reads like a collection of useful plot-hooks.

Additionally, I made much more effort to educate myself on Japanese culture, holding ideals of accuracy and respectfulness in my writing and art selection. Kunio makes sure to point out the fantastical elements of Seigai, as well as its flaws. I am sure I haven't done this perfectly, so please do send me a note if you find areas that fall short of those ideals so that I can amend them in a future edition.

If you choose to run games in Seigai and you are not Japanese (which is probably most of you!), please approach the games you run with those same ideals. You don't have to do it perfectly! But please do it humbly, and lean towards nuance, rather than stereotype.

I would like to take one last paragraph to highlight two educational resources. Firstly the *Asians Represent* podcast, whose work has been an incredible help in the creation of this guide. Secondly, for help with playing a character of another ethnicity, check out James Mendez Hodes' excellent article "*May I Play A Character From Another Race?*". Please go and support them, and continue to amplify minority voices.

Thanks for reading the above. I hope you enjoy the guide! —Ross (u/Rosstavo)

Looking for adventures to run in the land of Seigai?

Try *Unbreakable Vol. 1*, a collection of original Asian folklore-themed adventures, written by Asian authors, and easily reskinnable for Seigai.

Art: Ohara Koson (bottom)

One last thing...

Seigai, much like Japan, consists of not one homogenous culture, but a number of different ethnic groups and cultures. South of Japan is the Ryukyu island chain, home of the Ryukyuan people. Meanwhile, the Ainu people have called Hokkaido in Northern Japan their home for hundreds of years.

Both of these groups have their own language, religion, culture, and traditions. However, since the Meiji government in the 19th century, these two people groups have faced systematic erasure and forced assimilation with the stated goal of unification in order to create a "pure" Yamato ethnicity. Ainu and Ryukyuans still face discrimination to this day. Only in 2019 was a section of the Meiji-era policy unwound, and the Ainu recognised as an indigenous and distinct ethnicity. The Ryukyuan people are not recognised as a minority group at all.

This guide occasionally contains depictions of characters with Ainu and Ryukyuan-inspired heritage in order to broaden your imagination and recognize the wonderful diversity of Seigai, and thus, Japan.

Art: Manami Maxted (top)

Art: Syrphin (full page)

Prologue

It was a September morning in Bōfūshi. The cicadas in the cedar trees sent shrill melancholic calls into the early dawn, and I arose from my bed to walk the boards to the other wing, where I would prepare breakfast for my guest. Xuurth-san had been staying under my roof for many months now, and while I was grateful for the routine, I did wonder when he would finally have all the material he needed to complete his manuscript.

As I passed Xuurth-san's room, I noticed the warm diffuse glow of the lamps inside. Either he had once again fallen asleep at his desk, or he had been up all through the night. I thought about calling on him, however before I could enquire, the screen door slowly slid open.

"It is complete," announced Xuurth-san with a characteristic deadpan expression. He looked even more dishevelled than usual, and I admit I felt embarrassed for him. He paused in the doorway.

"Ah! Good. You must be very pleased," I answered.

"Yes—I suppose so." Xuurth-san stared long at the rolls of paper sheets he held. "I do not think it is very good."

"Oh. I'm sure it is just fine."

He met my eyes for the first time. "No, I believe it needs work. Here—look." He nonchalantly dropped the stack and unrolled a scroll. We glanced through the preface together. He was right, of course. If his observations were calligraphy, it was as if he had made all the right strokes, but not necessarily in the right stroke order.

I let out a long sigh. "Dear friend. You have made a fine go at it. I suppose you may benefit from having access to my writings. They are written with no great imagination; just matter-of-fact reflections I have made and felt worth recording for posterity. Let me show you to my study." I gave him the warmest, most sincere smile I could muster.

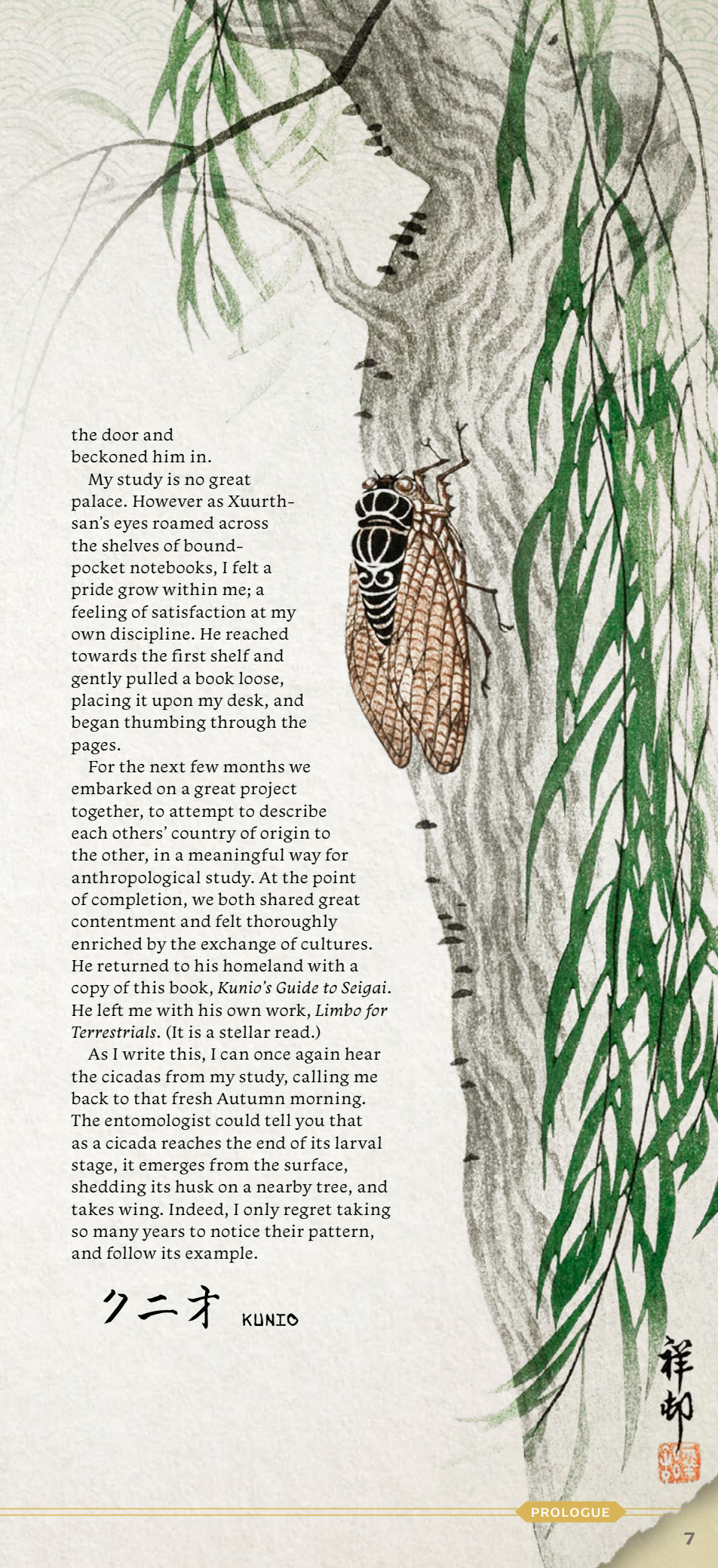
He followed me across the walkway to a room at the back. I dragged open the door and beckoned him in.

My study is no great palace. However as Xuurth-san's eyes roamed across the shelves of bound-pocket notebooks, I felt a pride grow within me; a feeling of satisfaction at my own discipline. He reached towards the first shelf and gently pulled a book loose, placing it upon my desk, and began thumbing through the pages.

For the next few months we embarked on a great project together, to attempt to describe each others' country of origin to the other, in a meaningful way for anthropological study. At the point of completion, we both shared great contentment and felt thoroughly enriched by the exchange of cultures. He returned to his homeland with a copy of this book, *Kunio's Guide to Seigai*. He left me with his own work, *Limbo for Terrestrials*. (It is a stellar read.)

As I write this, I can once again hear the cicadas from my study, calling me back to that fresh Autumn morning. The entomologist could tell you that as a cicada reaches the end of its larval stage, it emerges from the surface, shedding its husk on a nearby tree, and takes wing. Indeed, I only regret taking so many years to notice their pattern, and follow its example.

クニオ KUNIO



Art: Ohara Koson (right)

Welcome to Seigai

In the South-East quarter of the Austrel Islands lies the realm of Seigai. The island consists of two landmasses connected by a narrow land-bridge, resembling the gaping maw of the country's famous *ō-ryū* dragons. It has always seemed to me a striking silhouette, like some playful flourish by the *kami* who built this land in primordial times.

The land that comprises the upper jaw is named Shōjōshima. This land is rich in minerals and dominated by agriculture; however, as the rich farmland is highly prized, this area has seen much conflict, and has only managed to rebuild in the last twenty years.

Towering over Shōjōshima, the great Mount Yamabi dominates the landscape to the East. Once every hundred years, Mount Yamabi unleashes a terrible eruption that covers the nation in ash.

The remaining portion of Seigai is known as Shōdanshima. This land is less populated than Shōjōshima as the challenging terrain limits travel to the main road, which leads travelers from the capital of Kōtoshi at the neck down to the most remote city of Enfūshi at the chin.

The mountain range known as Seigai's Teeth (Seigai-no-Hanarabi) runs parallel to this main road, with two traversable passages to the city of Akugaku to the North. Shōdanshima receives a large amount of yearly rainfall, giving rise to the region's thick jungles. These are dangerous places inhabited by creatures known as *yōkai*.

While the *yōkai* are at present the greatest threat to life that a Seiganese citizen may face, this has not always been the case. The land of Seigai is contested by the eight dragon *daimyō* who have spent most of the last four-hundred years at war. Now that there is a *shōgun* with clear authority again, a window of flourishing and entrepreneurship has presented itself. How long the peace will last, well, one cannot say.

Seigai's shape may be familiar to you—it is based on a mirror-image of the nation of Croatia.

Language

You will be hard-pressed to find an individual who speaks the language known as Common on the streets of the capital Kōtoshi. The equivalent language for the citizens of Seigai is Draconic. Seigai Draconic has its own writing system, where each glyph describes a consonant-vowel pair (known as a *kana*). Some of the consonant-vowel sounds in the Common language are unused in Draconic. It may be easiest to present a table* of the available *kana*, so you can see what I mean.

Ø	a ア	i イ	u ウ	e エ	o オ
k	ka カ	ki キ	ku ク	ke ケ	ko コ
g	ga ガ	gi ギ	gu グ	ge ゲ	go ゴ
s	sa サ		su ス	se セ	so ソ
z	za ザ		zu ズ	ze ゼ	zo ゾ
t	ta タ			te テ	to ト
d	da ダ			de デ	do ド
n	na ナ	ni ニ	nu ヌ	ne ネ	no ノ
h	ha ハ	hi ヒ		he ヘ	ho ホ
b	ba バ	bi ビ	bu ブ	be ベ	bo ボ
p	pa パ	pi ピ	pu プ	pe ペ	po ポ
m	ma マ	mi ミ	mu ム	me メ	mo モ
y	ya ヤ		yu ユ		yo ヨ
r	ra ラ	ri リ	ru ル	re レ	ro ロ
w	wa ワ				o/wo ヲ
f			fu フ		
ts			tsu ツ		
sh	sha シャ	shi シ	shu シュ		sho ショ
ch	cha チャ	chi チ	chu チュ		cho チョ
j	ja ジャ	ji ジ	ju ジュ		jo ジョ
-n			n (no vowel) ン		

*This table has been created for a foreign audience, and as such some characters have been moved from their proper spots for simplicity of understanding.

Pronunciation Guide

Seigai Draconic vowels have a consistent pronunciation:

- "a" sounds like the "a" in "apple"
- "i" sounds like the "ee" in "feet"
- "u" sounds like the "oo" in "soon"
- "e" sounds like the "e" in "enemy"
- "o" sounds like the "o" in "old"

Other Languages

There are other languages spoken in various pockets of Seigai, such as Shīsā (among the *bunagaya*) and Kuma (among the humans and *korpokkur* of Rep-un-Mosir).

Seigai Draconic script uses a real orthography from Japanese known as *katakana*. *Katakana* is used in Japanese for loan words from other languages, and is one of four scripts, the other three being *hiragana*, *kanji*, and *romaji*.

In Japanese, some vowel sounds are extended, rendered in *katakana* as a long dash after the *kana* (ー). This is written in *romaji* with a dash ("macron") over the vowel (ā, ī, ū, ē, ō).

Art: Utagawa Kuniyoshi (bottom-right)

Art: Naomi VanDoren (full page)

The History of Seigai

There are many tales contained in the *Records of Ancient Matters*, which I need not repeat here. However I include the events below as they are formative tales in the history of Seigai, and if you believe the discourse, explain the origins of Seigai's present governing structure.

Setsuritsu Era

The Founding Era. Deep in the sea of time, the creator *kami* (see Religion) gave birth to Shōjō-sama and Shōdan-sama. The two were given an instruction to solidify and shape the earth, which they did hence with water dripped from a jeweled spear. Following this they birthed between them the many *kami* that make up the Seigai pantheon, including the Three Precious Children: Tenshō-sama (Heaven-Shining-Great-August-Deity), Ran-sama (His-Swift-Impetuous-Male-Augustness), and Tsuki-sama (His Augustness, Moon-Night Possessor). The next tale concerns the former two.

Following a wager, Ran-sama was thrown out of heaven for gloating over Tenshō-sama with such violence that she retired in anger, plunging the world into darkness. His wandering led him into an encounter with Chinushi-sama, the eight-headed and eight-tailed dragon-serpent. This passage is presented as it occurs in the sacred texts of the Seigai people, edited for brevity and clarity.

The story of Susano'o (Ran-sama) slaying the eight-headed dragon Yamata-no-Orochi (Chinushi-sama) is a myth recorded in the *Kojiki* ("Records of Ancient Matters"), one of two formative texts for the nation of Japan and the foundation of Shinto. The *Kojiki* was written by Ō no Yasumaro in the 8th century. Further narrative additions concerning the fate of Chinushi-sama's heads are invented for Seigai.

Art: Toyohara Chikanobu (bottom)

[...] [His-Swift-Impetuous-Male-Augustness] descended to a place [called] Tori-kami at the head-waters of the River Hi in the Land of Ijumo. At this time some chopsticks came floating down the stream. So His-Swift-Impetuous-Male-Augustness, thinking that there must be people at the head-waters of the river, went up it in quest of them, when he came upon an old man and an old woman, two of them, who had a young girl between them, and were weeping. [...] [His-Swift-Impetuous-Male-Augustness] asked: "What is the cause of your crying?"

[The old man answered] saying: "I originally had eight young girls as daughters. But the eight-forked serpent of Koshi has come every year and devoured [one], and it is now its time to come, wherefore we weep."

Then he asked him: "What is its form like?"

[The old man] answered, saying: "Its eyes are like winter cherries, it has one body with eight heads and eight tails. Moreover on its body grows moss, and also *hinoki* and *sugi*. Its length extends over eight valleys and eight hills, and if one looks at its belly, it is all constantly bloody and inflamed."

[...] So His-Swift-Impetuous-Male-Augustness, at once taking and changing the young girl into a multitudinous and close-toothed comb which he stuck into his august hair-bunch, said to the Deities Foot-Stroking-Elder and Hand-Stroking-Elder: "Do you distill some eight-fold refined liquor? Also make a fence round about, in that fence make eight gates, at each gate tie [together] eight platforms, on each platform put a liquor-vat, and into each vat pour the eight-fold refined liquor, and wait."

So as they waited after having thus prepared everything in accordance with his bidding, the eight-forked serpent came truly as [the old man] had said, and immediately dipped a head into each vat, and drank the liquor. Thereupon it was intoxicated with drinking, and all [the heads] lay down and slept. Then His-Swift-Impetuous-Male-Augustness drew the ten-grasp blade, that was augustly girded on him, and cut the serpent in pieces, so that the River Hi flowed on, changed into a river of blood.

Art: Toyohara Chikanobu (full page)

However Chinushi-sama's severed heads continued on living, impelled by malice and madness, until each head regrew a body, spawning the eight *chinushi-zu* (Chinushi-sama's Heads). Their names were Ieyasu, Kenshin, Motonari, Nobunaga, Shingen, Tatsuoki, Ujiyasu, and Yoshikage.

The *chinushi-zu* quickly began bickering, so they say, and so Tenshō-sama summoned Suinushi-sama, the dragon god of the sea, to corral the *chinushi-zu* and lead them away from chaos and destruction. Suinushi-sama was granted the Heavenly Sword, which had been discovered by Ran-sama in the tail of Chinushi-sama, and by wielding this artifact the *chinushi-zu* were frightened of Suinushi-sama and became reverent of him. Thus Suinushi-sama became the Dragon Emperor of land and sea.

Following this the *chinushi-zu* disappeared for a while from the written record. However, for reasons that will become clear later, it is believed they passed into the shadowy land of the dead, known as Yomi.

Chokuzoku Era (CH1–745)

The Era of Direct Control. During this era, Suinushi-sama governed as Emperor, overseeing the prosperity of Seigai. Art, culture, and religious practice flourished under his rule. Whenever his authority was questioned, Emperor Suinushi-sama brandished the Heavenly Sword, and quelled the insurrection.

While this is widely looked back upon as a Golden Era by the Seiganese, this would ignore the poor working conditions of the *nōmin* (see Hierarchy) and the unbalanced wealth distribution towards the landowners. The Dragon Emperor was characteristically indifferent about such injustices, and spent most of the later years of the Chokuzoku Era flitting between the capital and his underwater palace Ryūgū-jō, leaving such bureaucracy in the hands of equally indifferent officials, as his home was the ocean and Emperor Suinushi-sama could not bear the land for long.

Shigon Era (SH1–383)

The Era of Given Authority. At the end of the Chokuzoku Era, the governance of Seigai passed from Suinushi-sama to the *chinushi-zu* almost overnight. This was presented to the Seiganese as a "well-earned retirement" for Suinushi-sama. The truth is kept from the populace so as not to create anti-shogunate sentiment. It took much research to gather a full sequence of events, and I present it to you below.

There was a powerful *oni* demon by the name of Oniō-sama who lived in the mountains North-East of Kōtoshi. Oniō-sama was a child of Chinushi-sama, born long before Chinushi-sama was defeated by Ran-sama. Over the centuries, Oniō-sama grew in power and ambition, and longed to replace Suinushi-sama as the Emperor of Seigai. He gathered unto himself a clan of *oni* and *yōkai* both fearsome and mighty, and began a campaign of terror against the citizens of Kōtoshi.

Emperor Suinushi-sama called together his own band of warriors and lent them the Heavenly Sword with which to slay Oniō-sama and end the insurrection. Knowing Oniō-sama had a weakness for alcohol just like his father, the Emperor also provided a flask of poisoned *sake* with which to render Oniō-sama incapacitated.

The warriors disguised themselves as monks and allowed themselves to be captured. While in custody, they appealed to the Oni-King's hospitality, suggesting an evening of frivolity and drinking. As the night grew late, the warrior Raikō offered Oniō-sama the poisoned flask, of which he drank.

Art: Kelley McMorris (bottom-right)

The tale of the slaying of Shuten-dōji (Oniō-sama) is taken from Japanese folklore, with a few alterations for Seigai. The earliest version of the tale is found in a picture scroll named *Ōeyama Ekotoba*, created in the 14th century. In the real myth, Watatsumi (Suinushi-sama) and Orochi (Chinushi-sama) do not feature (although there is a version of the tale where Orochi is indeed the father of Shuten-dōji); instead the emperor is Ichijō, and he does not bestow the warriors with the Kusanagi-no-Tsurugi (Heavenly Sword) for the deed.

As the poison set in, Oniō-sama fell into a deep slumber, and his true appearance was unveiled: limbs the size of tree trunks; fifteen eyes adorned his five-horned head; his torso was brick-red and he had limbs of yellow, blue, black, and white.

Raikō augustly unsheathed the Heavenly Sword and sliced off Oniō-sama's head. However, like his father Chinushi-sama, the rage and malice flowing through Oniō-sama gave his severed head supernatural vitality, and he promptly grasped upon the Heavenly Sword with his giant teeth and shattered it into shards.

With this final act, the Oni-King achieved a frightful terror; the heads of his father Chinushi-sama were no longer bound by fear of the sword, and at once they burst forth from Yomi, the land of the dead, where they had been held. At this news, the Emperor fled East to his palace in the sea, where he resides to this day.

The newly freed *chinushi-zu* began to divide the land up among themselves, and soon realized that without symbolic authority, their rule would be met with resistance. This authority they claimed by retaining the institution of Emperor, which Suinushi-sama still symbolically holds. They left the capital Kōtoshi and its surrounding lands vacant.

Their centuries-long exile in Yomi had done little to temper the bickering and in-fighting between the heads, and almost as soon as they claimed dominion over Seigai as *daimyō*, the border disputes began. Seiganese of low social status were forced to fight for their *daimyō* and paid the highest price in these pointless wars.

Three-hundred years of ubiquitous chaos ensued. The land was rent and torn; crops failed; evil *yōkai* emerged from the forgotten places and fed on the bodies of the fallen; and most of all no-one felt safe.

During this period, whichever of Chinushi-sama's heads had the most military might at any point claimed the title of *shōgun*, the de-facto leader of Seigai. The title changed hands many times, and the cyclical pattern was only finally interrupted by outside influence. When the *shōgun* Chinushi Nobunaga of Gunjinban established a trading relationship with a nearby nation and imported large quantities of the matchlock rifle, this delivered a martial advantage to his whole army that had only been achievable through magic up to this point. Chinushi Nobunaga exploited this advantage mercilessly and soon had the other seven *daimyō* subdued. Chinushi Nobunaga now controlled the only land-route to the capital and fiercely guarded it with his army of gunners.

To stamp his authority, Chinushi Nobunaga obtained (and most likely faked) a decree from Suinushi-sama to establish a political police force named the Azure Guard, which would be present in every city in Seigai, and loyal to the *shōgun*. For the last twenty years, this peace has held—mostly.

Art: Utagawa Yoshitsuya (top-right [edited], bottom-left)

Seiganese Society

The people of Seigai are known as the *seigaijin*, or Seiganese people. It is an overly simplistic taxonomy; in truth there are many "societies" within Seigai. For now, I will speak broadly, else I shall be old and bald before I finish.

Firstly, it is worth noting the racial composition of the Seigai society. There is some variance depending on whether you find yourself in Shōjōshima or Shōdanshima, but you will generally find over half of the population consisting of humans, followed in order of decreasing prevalence: *ryūson* (humanoid descendants of the *ō-ryū*), shapechangers, *kappa* (tortoise-like creatures), *masaru* (intelligent macaques), *bunagaya* (orange-haired halflings), and *korpokkur* (butterbur gnomes). These seven are known as the *shichijin*.

In rural regions, beings of the same race often do cluster together in order to maintain their traditions (as carrying the torch is one of the tenets of Seigai religion). Meanwhile, urban areas are hotspots of cultural exchange. One of the quirks of the *shōgun*'s recent decree that travelers must register at checkpoints during their journey has increased this all the more, as farmers are able to take advantage of foot traffic at these checkpoints to increase their trade. Merchants no longer have to travel into remote areas to make connections; as their trade has grown, they have also grown in power. A merchant group known as Shōnin-ikki has emerged, uniting many merchants under a single banner.

In spite of these new freedoms, everyday life in Seigai is still conducted under the watchful eye of the Azure Guard, the police force of Seigai. The Azure are hard to miss, dressed in their pearlescent blue armor. Anyone can "take up the blue" as they say, and join the ranks of the Azure Guard. It is a popular career

Art: 三日月雪風 (full page)

path for the descendants of conscripts who spent their whole life fighting for their *daimyō*.

In addition to the *Records of Ancient Matters*, tales of ghost stories, known as *kaidan*, are popular among the Seiganese. These precautionary tales are essential lore in Seigai, which can be a dangerous place to live, especially in Shōdanshima if you were to wander outside the safe walls of the checkpoints and towns. It is far safer to travel by sea, but even this is fraught with peril as many *yōkai* hide in the depths. Rather than send the valuable Azure to patrol these roads, well-paying contracts are available to capable individuals. Each contract usually requires some proof that a threat has been dealt with, for instance some kind of trophy from a hostile creature. (On some rare occasions, a member of the Azure, or even a *samurai*, may join to observe the contract's fulfilment.) Those who undertake these contracts are typically referred to as the *rōnin*.

Rōnin are paid from the coffers of whatever *daimyō* governs the prefecture. (An official once noted to me that, in their opinion, every *daimyō* is more than capable of dealing with many of the local threats themselves, as they are dragons of incredible power. The contracts are merely a diversion to give the *rōnin* an external foe so that their gaze does not point upwards. This example points to both the cunning and the laziness of the *chinushi-zu*.)

The *daimyō* will go to any length to present the veneer of stability, peace, and harmony. Those with longer memories will tell you all about the centuries of jealousy and in-fighting that preceded this present truce. The conflict between Daizeihan and Tagūhan is an anachronism; typically of late, rival *daimyō* have been known to employ *rōnin* for missions of sabotage and espionage, thereby washing their hands of any accountability. These missions are reserved for only the most trusted of *rōnin*, but I am told the rewards are quite generous.

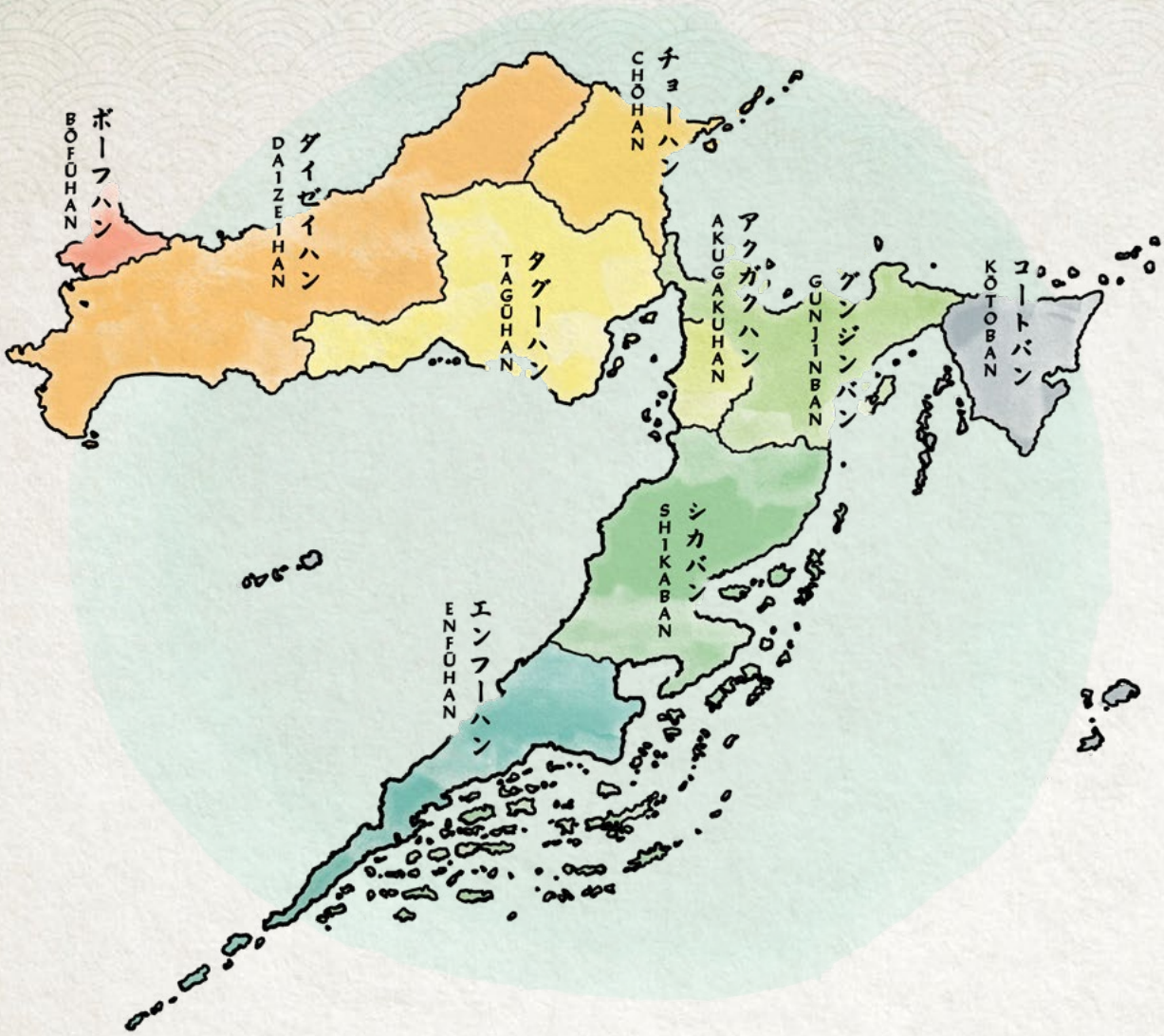
As alluded to a moment ago, the eight *daimyō* are all dragons of the *chiryū* species, which is one of five categories of dragon in Seigai, known as the *ō-ryū* (see Ō-Ryū). The highest of the *daimyō* is the the *shōgun*, who commands the loyalty of the Azure Guard, enforcing the peace through his military power.

Despite his strong-arm dictatorship, the peace enforced by Chinushi Nobunaga is a far better state-of-affairs than the centuries of war that preceded it. The optimism and lightheartedness of the people is hardly quashed, and can be observed during the numerous festivals throughout the year. An excuse to celebrate and remember those who fought for the present peace can always be found.

As a whole, the Seiganese people value three things above everything else: to always do your best, to consider others, and to keep improving. We each reflect on our contribution to the whole, and are generous with what we have, which in turn raises our morale. Put simply, in Seigai there is beauty to be found round every corner.

In feudal Japan, a *rōnin* was simply a *samurai* without a master. In Seigai, the term is used to mean any wandering mercenary.

Art: tippi Lim (right), Watanabe Seitei (background)



Regions

Seigai is separated into nine domains or *han*, each ruled by a *daimyō* (except for Kōtoban). A prefecture's name is usually related to the largest city within it.

Akugakuhan

Daimyō: Chinushi Tatsuoki

Akugakuhan is a small prefecture in northern Shōdanshima, nestled on the western side of Seigai's Teeth. The mountain wall extends high into the clouds, limiting the number of viable travel routes into the prefecture. It is believed the last drip to fall from Shōdan-sama's spear landed on the area now known as Akugakuhan, creating a large crown. Jealous of the crown, Shōjō-sama took half of it, and created the Entei mountains.

Akugaku ("Clenched Jaw"). Many attempts have been made over the centuries to assail the city of Akugaku, however thanks to the limited access to the city only via the mountain passes or across the sea, Akugaku has never been captured.

Bōfūhan

Daimyō: Chinushi Motonari

Bōfūhan is a small prefecture located on Seigai's nose, on the North-Western tip of Shōjōshima. It is unfortunate that Bōfūhan has the ambitious Daizeihan as its neighbor; the *daimyō* Chinushi Motonari has seen his land's border relentlessly consumed over the centuries of war.

In spite of its vanishing size, Bōfūhan is the gateway to Seigai for foreign arrivals, and remains a highly important prefecture. The merchant alliance Shōnin-ikki has a large presence in its harbors.

Bōfūshi ("City of Fleeting Wind"). A harbor city, and where this author calls home. The winds here pick up in the early afternoon and die down by the next morning, like clockwork.

Chōhan

Daimyō: Chinushi Ujiyasu

Fish plays an instrumental role in the diet of the Seiganese people, nowhere more so than in the Chōhan region. After Daizeihan swallowed up the rice farms of Seiden, the significance of fish in Chōhan altered from one of taste to one of necessity. Even now in this new era of open trade, Chōhan has retained a feeling of autonomy by continuing to invest heavily in its fishing industry.

Ancient ruins of the Founding Era are scattered across the plains of Chōhan. While our modern buildings are constructed from wood by skilled carpenters, these relics are built from stone and decorated with intricate carved patterns. It is thought they survived Mount Yamabi's greatest eruption on the Day of Fire, while all other structures were burned away.

Chōshi ("City of Fishing"). Famous for its fish markets, it is said that the smell of Chōshi is so strong that it "keeps Shōjō-sama from opening her windows" (by this the Seiganese mean the eruption of Mount Yamabi).

Daizeihan

Daimyō: Chinushi Kenshin

While the other six vassal *daimyō* have kept mostly in line with the *shōgun*'s rule, Kenshin is the one obstinate sibling who has done their best to resist the *shōgun*'s policies. Daizeihan is the largest prefecture, mostly due to Kenshin's expansion ambitions. This is the source of the present quarrel with Tagūhan—who owns the land on the East bank of the River Zaikara.

Daizeihan is bisected from East to South-West by the outstretched arm of the Entei mountains. The Northern half has long stretches of rolling hills and fertile soil, while in the Southern half you will find mostly rocks and shrubs, especially as you journey further Westwards from Daizei.

Daizei ("Great Military Strength"). Regrettably, a place of much conflict. You will stick out like a sore thumb here if you are not in the Military. I would advise skipping Daizei entirely.

Honzaishi ("Catfish's Fortune City"). The *Records of Ancient Matters* state that Honzaishi was founded after a man fishing on the banks of the river discovered a catfish with a gold coin in its mouth.

Honzaishi is home to many bathhouses. Famous for their love of a dip in warm water, you can find the largest *masaru* population outside of Shōdanshima in Honzaishi.

Seiden ("Prosperous Rice Paddies"). The most exquisite views of the Entei mountain range are to be found in Seiden. How the farmers concentrate on their labor with such a vista I shall never know.

Enfūhan

Daimyō: Chinushi Yoshikage

At the very end of the Wanion Road is Enfūhan. This prefecture is similar to Bofūhan in many ways; both are located at the extremities, experience regular strong winds, and are underpopulated in comparison to the other prefectures. Enfūhan however is much larger and more mountainous, with great expanses of rainforest.

The *shōgun* sends fewer Azure soldiers down to Enfūhan; as such many of the more criminal elements of Seiganese society are conducted here, and the dissemination of *rōnin* contracts is more haphazardly conducted. Fearsome *yōkai* prowl through the forests with little resistance.

Enfūshi ("Distant Wind City"). Also known as Ikidomari ("The End of the Road"). This city is prone to extreme humidity and frequent tropical storms.

Art: Matt Lara (bottom)

Gunjinban

Daimyō: Chinushi Nobunaga (shōgun)

Gunjinban is located at the hinge of the jaw of Seigai. By taking the strategic land-bridges to Kakyō and Kōtoshi, Chinushi Nobunaga solidified his vice-grip on the nation, and his rise to shōgun shortly followed. For his victory, Nobunaga's own province was left as a barren, flattened waste. For him, this was no matter; he had the entire nation and all its production under his control.

For the *nōmin* of Gunjinban, there was nothing else to cultivate than fields of ash and bodies. However, it is said Yōnō-sama is the most productive of the *kami*, and from this cracked wasteland, green shoots are slowly emerging.

Gunjin ("Military Encampment"). Situated on the neck. For centuries Gunjin was a simple historical village, however in recent years it became a military outpost and grew in size exponentially, now becoming the seat of power for the whole nation.

Kakyō ("Straddling Bridge"). The city of the bridge. Ironically, there is no bridge to speak of. A prosperous market city as it is the point of intersection of three roads.

Kōtoban

Kōtoban is designated as the neutral territory of Seigai, separate from all of the power struggles outside its borders. This is viewed as a sacred institution; as such, the border crossing consists of a two-mile stretch of large *torii* gates named Tatorīmon, marking the transition from profane to the sacred. Tatorīmon was built at the beginning of the Shigon Era.

Before passing under the gates, travelers must wash their hands and mouth in the ceremonial fountains, even galloping horsemen on urgent business. It is said when Chinushi Nobunaga took the office of shōgun, he passed through the gates in his natural dragon form as a display of his power and control.

Kōtoshi ("Official Capital City"). The capital city of Seigai, and the home of the Great Azure Palace, where the Dragon Emperor resides—in theory. Kōtoshi is located at the "neck" of Seigai in the shade of Mount Tosaka. It is underpopulated considering its sprawl and renowned for its clean streets and strict policing.

Art: Surendra Rajawat (top)

Rep-un-Mosir

While not officially absorbed into Seigai, Rep-un-Mosir is considered a Seiganese state as an unincorporated territory. This island chain grew out of the ocean; some say Kanushi-sama flew near the water here and burned the sea away. Here you will find a small population of humans and *korpokkur*, hardy enough to stand the biting sea-spray and the ever-present threat of volcanic eruption. They speak their own language called Kuma.

Ryūgū-jō

The island district of Ryūgū-jō is where the Dragon Emperor resides. There are a small number of citizens who live here and on the surrounding islands. The area is patroled heavily by the *shōgun*'s ships, ostensibly for the Dragon Emperor's "protection".

Shikaban

Daimyō: Chinushi Shingen

While Shikaban appears large, much of it is uninhabitable rainforest. A hundred years ago, Chinushi Shingen ordered a large swathe of land be deforested to make room for more farmland. This initiative was soon abandoned after the *yōkai* inhabiting the forest made their opinions on the matter clear. If you meet a *yōkai* armed with an axe in these forests, you can be sure where they got it from.

Shikaban also owns the series of islands on the Southern coast of Shōdanshima, which are named Shikahan-shotō, meaning "dapples of the deer". These were won from Enfūhan in one of the longest border wars of the Shigon era, and are home to the *bunagaya* race.

Shikashi ("City of Deer"). The safe harbor of Shōdanshima. The streets of Shikashi are home to many deer. Folktales state this is due to the evil forces in the forests outside the city walls.

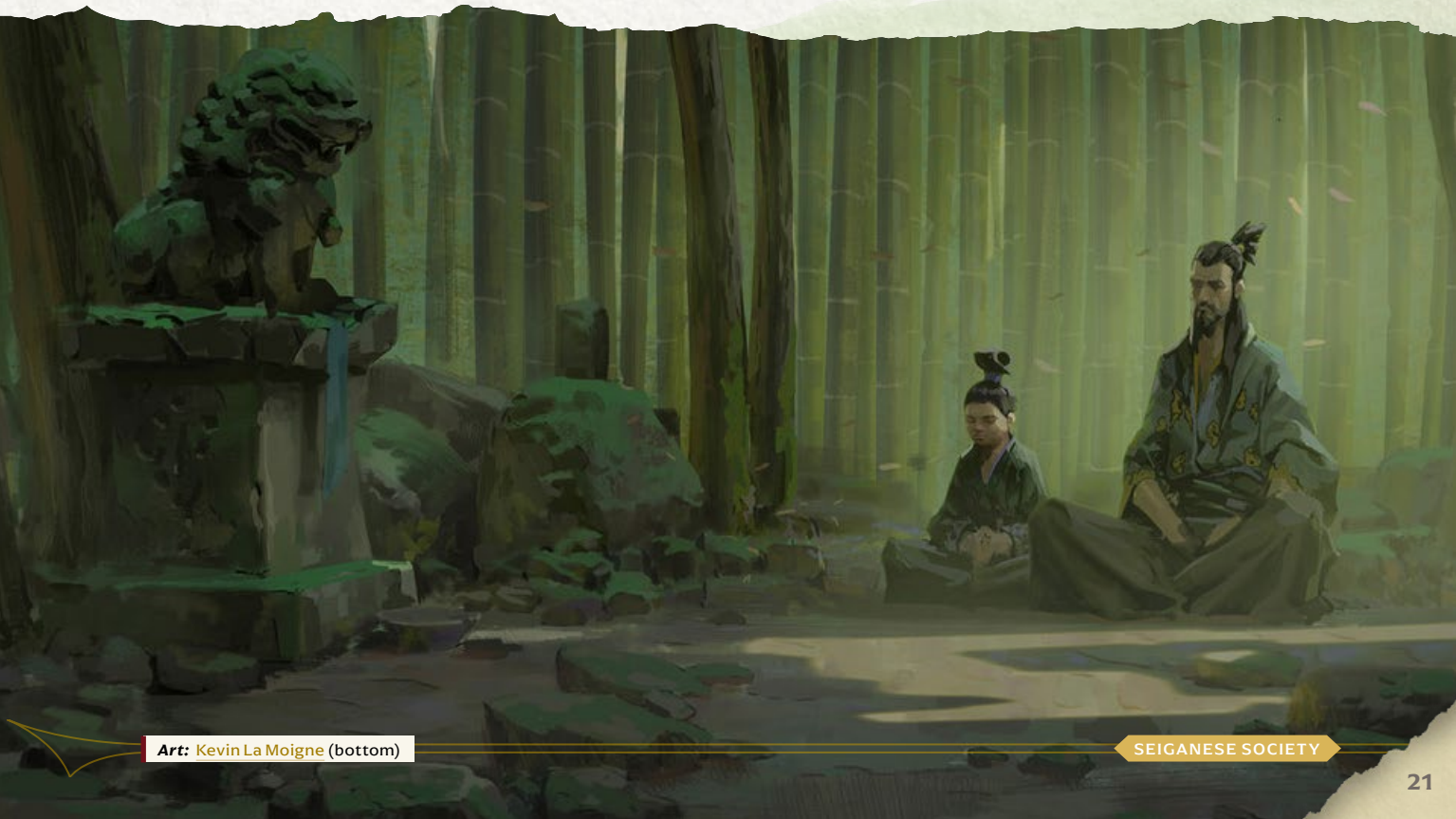
Tagūhan

Daimyō: Chinushi Ieyasu

Tagūhan is one of the last two warring prefectures in Seigai, although this is mostly a defensive posture. Daizeihan has made many efforts to challenge Tagūhan's Western border as Tagūhan holds territory that would cut the journey-length between Daizei and Honzaishi by a week. This conflict has not yet been reined in by the *shōgun*, which serves to propagate a rumor that the *shōgun* somehow benefits from it.

Elsewhere in Northern Tagūhan, there is a large forest named Ikimori. In the Setsuritsu Era, there was a colossal statue of Shōjō-sama in this forest. One day there was a large earthquake, and the statue of Shōjō-sama was swallowed up by the soil, leaving only her headpiece, which can still be found today. During particularly rainy periods, the ground is sometimes seen to move up and down as if the avatar of Shōjō-sama is breathing, giving the forest its name: Ikimori, meaning "Breathing Forest".

Tagūshi ("City of Many Shrines"). The most reliable and safest route into the port of Akugaku, via ferry. As the name suggests, Tagūshi is the religious capital of Seigai.



Art: Kevin La Moigne (bottom)

Factions

Nō Gakkō Theatre

Many of the *kaidan* stories are taught among the Seiganese through dramatization. The Nō Gakkō is the largest school of actors and bards in the land.

The Monks of Budō

The Monks of Budō are the leaders of martial arts and self-improvement through spiritual practice. Each school has a figurehead called a *sensei* who typically resides in a remote location. Finding the *sensei* is an achievement in itself. In fact, there are stories of monks who have hidden themselves away so well that they are never found by a single pupil, wasting their entire life's work. Quite extraordinary.

Onna-Bugeisha

The most famous *rōnin* group is known as the Onna-Bugeisha, a team made up entirely of highly skilled women. When the *gashadokuro* (great skeleton) rose from the battlefield of Manshi, given life by the cacophony of wails, it was the Onna-Bugeisha who rose to face the colossal being, saving Kōtoshi from destruction.

The Sacred Sound

There is a great reverence for the power of words and sounds in Seigai; as such, all kinds of *madōshi* seek furtherance of their oratory skills in the company of the Sacred Sound, a magic college with campuses all across the land.

Shinobi

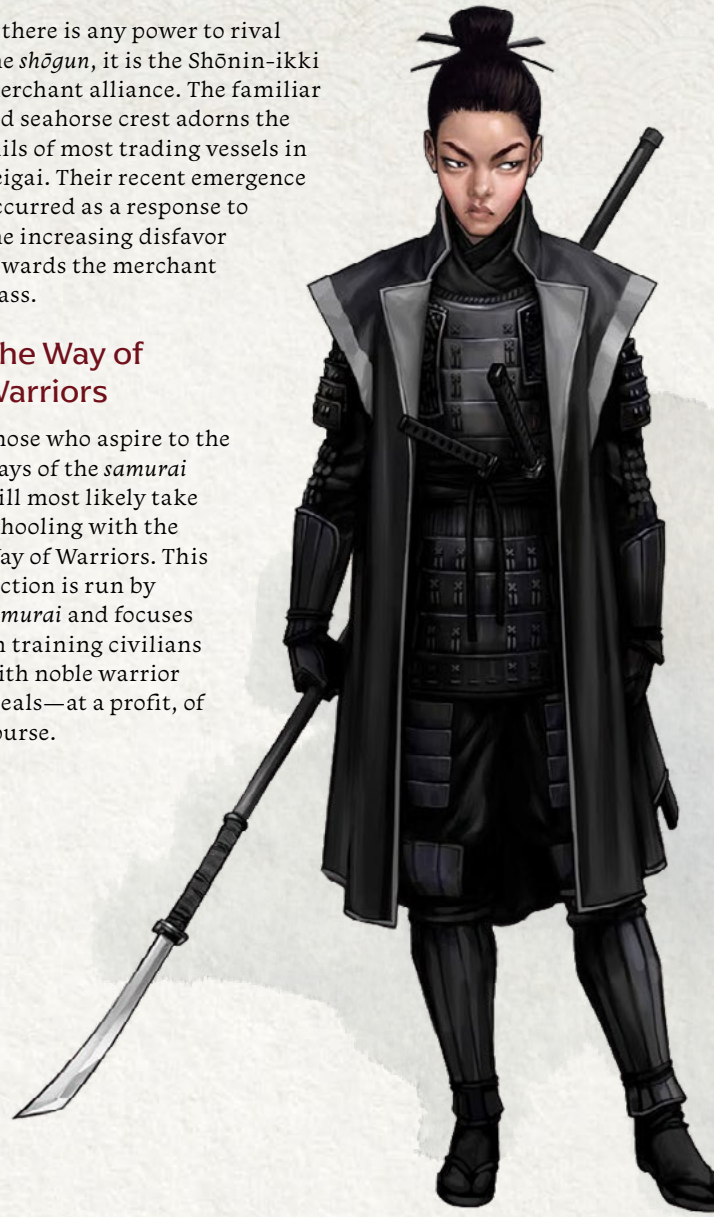
Those who prey in the night. Every nation has their clandestine cabals, and Seigai is no exception. The *shinobi* are often viewed as the shadow side of the *rōnin*, and can be fiercely loyal to their *daimyō*.

Shōnin-ikki

If there is any power to rival the *shōgun*, it is the Shōnin-ikki merchant alliance. The familiar red seahorse crest adorns the sails of most trading vessels in Seigai. Their recent emergence occurred as a response to the increasing disfavor towards the merchant class.

The Way of Warriors

Those who aspire to the ways of the *samurai* will most likely take schooling with the Way of Warriors. This faction is run by *samurai* and focuses on training civilians with noble warrior ideals—at a profit, of course.



Art: Dylan Choonhachat (top-right), Andreas Husballe (bottom)

Hierarchy

Seigai operates under a simple feudal system.

Emperor

At the very top of the chain is the Emperor, or to use his full title, His-Most-Dreadful-the-Great-Dragon-God-Emperor-certified-sovereign-who-rules-all-under-heaven, typically shortened to Dragon Emperor. Suinushi-sama has occupied this role for the past thousand years, and it is now merely ceremonial as he has no remaining power over the *daimyō*.

Shōgun

Below the Emperor is Chinushi Nobunaga, who is the *shōgun*. The *shōgun* is the most powerful of the *daimyō*, usually rising to power through conflict. However the office has not changed hands in the past twenty years despite the proliferation of firearms, as each *daimyō* knows that to challenge the shōgun and win would leave them with battle-weary forces and at the mercy of the other *daimyō*. An alliance would have to be made among multiple *daimyō* to challenge the *shōgun*, and alliances always create their own internal conflict.

Daimyō

Much has already been said about the *daimyō* in earlier chapters; however to summarize, there are eight *daimyō* (including the *shōgun*), each with a prefecture of Seigai under their jurisdiction. Together they are known as chinushi-zu, or "Chinushi-sama's Heads", and they are *chiryū* dragons. In theory, the role of *daimyō* is hereditary. I do not expect any of the *daimyō* intend on dying any time soon.

Samurai

The highest authority that a humanoid can aspire to in Seigai is to become a *samurai*. These skilled warriors are employed by the *daimyō* as their personal retainers, and once again, the role is hereditary. However, it has been known for the *daimyō* to employ headhunters to find gifted Azure soldiers and adopt them into the *samurai* class.

Military

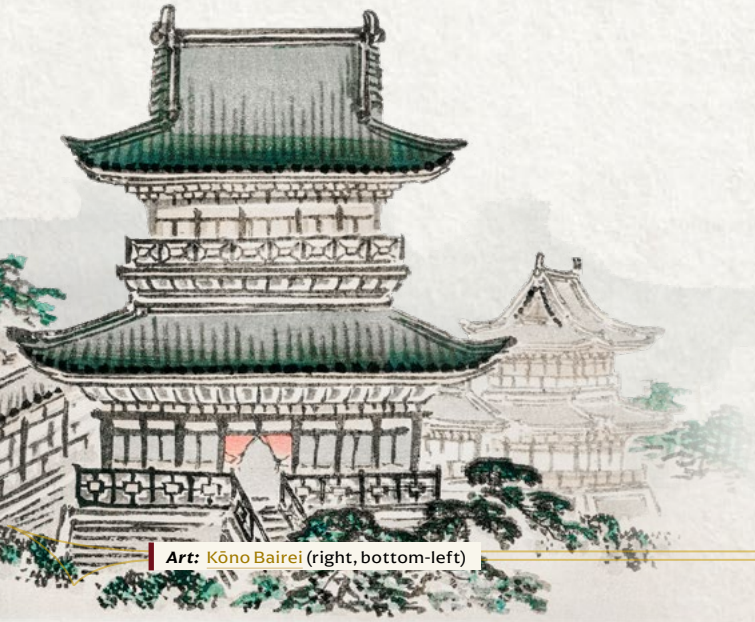
A society that has spent the last four-hundred years at war will naturally confer privilege to those who fight in their name. As these wars have become less frequent, the armies of the *daimyō* have shrunk in size, and many soldiers have made the switch to join the ranks of the Azure Guard, which is the *shōgun*'s police force. Whether in their *daimyō*'s army or the Azure, there are many advantages to a military career, as it grants a generous pension, and the living costs of one's family are provided for.

Nōmin

The *nōmin* are the common people. They are not typically oppressed, although life is not often pleasant for the *nōmin*, especially if your prefecture is in conflict with another. During the height of the war, *nōmin* were expected to be loyal to their *daimyō* and answer the draft if necessary.

Merchants

The bottom rung of the ladder in Seigai belongs to the merchant class. Merchants are seen as unproductive and have increasingly faced stigma from the upper classes as Seigai rebuilds. In response to this discrimination, the merchants have begun to unite. The Shōnin-ikki alliance is now a visible presence on every street in Seigai.



Art: Kōno Bairei (right, bottom-left)

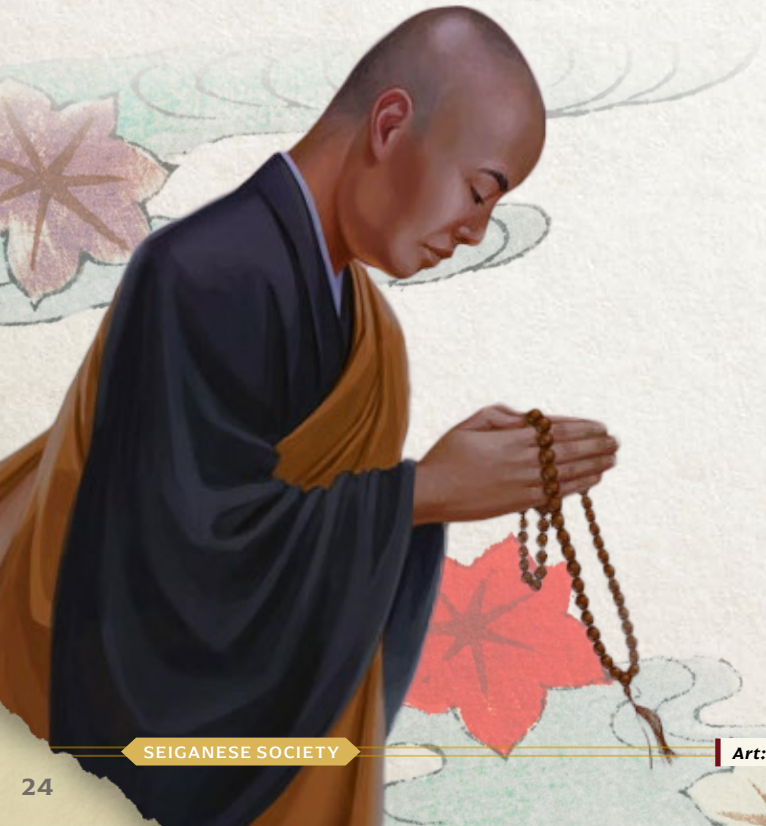
Religion

The Seiganese people are known for their great piety and devotion, which they pay to the *kami*. The closest approximation in common to *kami* is "holy power". In our legends and tales, the first *kami* were created of themselves; these were manifestations of folds in the divine weave that links all things, each fold producing more folds and populating the pantheon of progenitor *kami* that we worship in Seigai today.

Nowadays, *kami* are generally not born but are elevated through the veneration of the people. Once an entity is sufficiently worshiped, it ceases to be *shichijin*, *yōkai*, beast, mountain, stream, or tree—and becomes *kami*.

In Seigai we have come to understand that we, having been made by the *kami*, share in their essence, as does the natural world. This essence is a spiritual substance known as *tama*, and exists in two forms: the gentle *tama*, and the assertive *tama*. They are separate agents within each spirit; however, despite their polarization, they coexist in harmony within all spiritual things. For example, when I experience compassion, I am experiencing my gentle *tama*, while hot anger or righteous indignation both demonstrate my assertive *tama* coming forth.

Like us, the *kami* are one spirit with multiple distinct *tama*. If you wisely treat a *kami* with respect and reverence, you will most likely encounter their *nigi-mitama*, the gentle soul. However, if you enter their numinous presence with ill-intent or haughtiness, you may rouse the *ara-mitama*, which would be quite foolish.



There are thousands of *kami*, and Seiganese folk will typically pray to whichever is most relevant, asking for such things as a favorable harvest, or a promotion, or even protection on a long journey. The clerics of Seigai may devote themselves to one *kami* or multiple.

Tribute to the *kami* is paid at a shrine. The entrance to these sacred spaces is always via a red or stone *torii* gate, which marks the transition from mundane to sacred.

On the next page I present a list of the most prominent *kami*. The *kami* can present as any gender, but their most common pronouns are listed alongside. Note the suffix *-sama* which is used as an honorific title for all *kami*.

Godō

During Suinushi-sama's reign, the Emperor invited many artists, scholars, and priests from other lands, who brought with them great insight, and later took back all that they had learned from the Seiganese people. New non-native ways of thinking about the *tama* and *kami* became prominent in this time, stressing the importance of personal revelation and spiritual ascent. This practice became known as Godō: the path to enlightenment.

When the *chinushi-zu* assumed control of Seigai, Godō practitioners found their autonomy under threat, and armed themselves to protect their interests. When a prominent priest suggested that even the *kami* were in need of enlightenment, the new *shōgun* Nobunaga took great offense and sent his armies to destroy all religions he deemed as "outside". The fighting was bloody, but in the end, the *shōgun*'s army emerged victorious.

While the adherents of Godō are scattered, their architecture remains; many Godō temples have even been repurposed as shrines to the *kami*. A few rare Godō enclaves who sued for peace with the *shōgun* have been allowed to continue practising with strict oversight, now confined mostly to conducting funerary rites, for which they are in high demand.

Art: Watanabe Seitei (background), Kelley McMorris (top-right, bottom-left)

Kami	Description	Major Domain	Minor Domain	Alignment
Shōjō-sama (she/her)	The Female-Who-Invites. Among the first deities. With her husband Shōdan-sama, created the land of Seigai, and birthed the rest of the *kami*.	Life	Death	Chaotic Neutral
Shōdan-sama (he/him)	The Male-Who-Invites. Among the first deities. With his wife Shōjō-sama, created the land of Seigai, and sired the rest of the *kami*.	Forge	Nature	Lawful Neutral
Tenshō-sama (she/her)	The Heaven-Shining-Great-August-Deity. The great goddess of the Sun, supreme among the deities. Tenshō-sama ordained Suinushi-sama as Emperor.	Light	Life	Lawful Neutral
Tsuki-sama (he/him)	His Augustness, Moon-Night Possessor. A brother of Tenshō-sama, and governs the light of the moon. He and Tenshō-sama have an ancient quarrel, hence they are in different parts of the sky.	Twilight	Light	True Neutral
Ran-sama (he/him)	His-Swift-Impetuous-Male-Augustness. Another brother of Tenshō-sama, and also in conflict with her. Through his cunning, Ran-sama slew Chinushi-sama, giving rise to the *chinushi-zu*.	Tempest	Trickery	Chaotic Neutral
Inga-sama (she/her)	Her Augustness Heavenly-Alarming Female. The goddess of the dawn and revelry. When Tenshō-sama once went into hiding, Inga-sama made the other *kami* laugh so much that Tenshō-sama came out of hiding to see what the commotion was about.	Light	Unity	Chaotic Neutral
Kaze-sama (he/him)	The Prince-of-Long-Wind. The god of the wind, and often paired with Kaminari-sama in holy places. Kaze-sama has a terrifying green-skinned appearance and carries a bag of wind around his shoulders.	Tempest	Arcana	Chaotic Neutral
Kaminari-sama (he/him)	The Eight Thunder-Deities. The god of storms, and often paired with Kaze-sama in holy places. Kaminari-sama has a similarly terrifying appearance, and carries with him the *taiko* drums of thunder.	Tempest	Nature	True Neutral
Yōnō-sama (she/them)	The goddess of fertility and agriculture. Yōnō-sama has a close relationship with the *kitsune*, and is often depicted with a fox-like appearance. She is the most widely venerated *kami* in Seigai.	Nature	Life	Chaotic Neutral
Bushi-sama (he/him)	The Eight-Banners-Deity. The divine protector of Seigai and the god of warriors. The Azure invoke Bushi-sama before going into battle.	War	Unity	True Neutral
Kanushi-sama (he/him)	The Shining-Elder. The *kami* of fire. The trauma of giving birth to Kanushi-sama killed Shōjō-sama, which sent her to the underworld.	Forge	Death	Chaotic Neutral
Sōbai-sama (he/him)	The Many-Minds'-Thought-Combining Deity. Sōbai-sama is the great mediator; the most wise of the *kami*.	Order	Knowledge	Lawful Neutral
Mizu-sama (she/her)	The guardian of pools, lakes, seas, and the ocean, and all who reside in them. Also the goddess of the sewers.	Nature	Grave	Chaotic Neutral

Magic

A mother hears her baby's cries and she instinctively knows exactly what's wrong. A hermit imitates the shrieks of the *kotengu* in order to frighten bandits who may threaten his life. A *shakuhachi* player visits a decaying bamboo grove to hear the whistling of the North-East wind as it blows through. In Seigai, there is a magic inherent in each sound; this is known as *sonon*, meaning "sacred sound".

Magic-users in Seigai are capable individuals who have tapped into the potential of *sonon* in a variety of ways. Whether it is through an innate awareness, academic study, virtuosic talent, a connection to nature, or a gift from the *kami*, these individuals are able to create magical effects through their understanding of *sonon*.

The sounds they create may be words, phrases, poems, or vocalizations created with the mouth, or perhaps a percussive clatter of steel against steel, the snapping of a branch, a plucked string, or a vibrating reed. In fact, Seiganese understanding is that it is more accurate to consider the "verbal" component of a spell as a "vibration" component.

As magic manifests in sounds in Seigai, the following spells require an additional vibration component for their casting: *absorb elements, beast sense, catapult, catnap, control flames, counterspell, demiplane, friends, hypnotic pattern, ice knife, illusory dragon, illusory script, mental prison, mind spike, minor illusion, mislead, mold earth, primal savagery, psychic scream, shape water, snare, steel wind strike, thunderclap, true strike*. (All other spells already have vibration components, and are therefore castable.)

Sonon is based on the Japanese idea of *kotodama*, the idea that magical power is contained in words and names, and therefore sounds.

Art: Silviu Sadoschi (top-right), Ohara Koson (background)

Art: Matt Lara (full page)

Races

Seigai is blessed with a number of its own unique native races. Some creatures formerly classed as *yōkai* have assimilated into society and live as part of the Seiganese with little tension. This transition occurred over many centuries as the humans and *ryūson* gradually grew to accept the assimilation of these races.

In the present era, the seven races of Seigai are known as the *shichijin*: humans, *ryūson*, *masaru*, shapechangers, *bunagaya*, *kappa*, and *korpokkur*. A visitor of another race will typically be met with curiosity. Do not mistake the wandering eyes for looks of judgement.

If you are not sure which race to choose for your character, you can roll on the table below.

d12	Race
1	Human
2	*Bunagaya* (related to Halflings)
3	Half-Oni
4	*Kappa* (related to Tortles)
5	*Korpokkur* (related to Gnomes)
6	*Masaru*
7	*Ryūson* (related to Dragonborn)
8	*Bakeneko* (Shapechanger)
9	*Kawauso* (Shapechanger)
10	*Kitsune* (Shapechanger)
11	*Mujina* (Shapechanger)
12	*Tanuki* (Shapechanger)

Art: Kōno Bairei (top background), Daiany Antunes (right) ("Huang-Chin", commissioned by snikled)

Bunagaya (Halfling Subrace)

In the Shikahan-shotō region, the spirit of cooperation is a tradition held dear between humans and a race of halflings known as *bunagaya*, or *kijimunā* in the Shīsā tongue. The *bunagaya* may look like children, but while Seiganese individuals of other races will grow old and grey, *bunagaya* keep their youthful features and thick orange hair well into their later years. The *bunagaya* are coastal folk and gladly put this knowledge to good use by helping fisherfolk with their trade; with a *bunagaya* companion, you can always guarantee returning home with a bucketful of fish.

Bunagaya reside in the banyan trees of Shikahan-shotō, creating complex networks of treehouses and hanging walkways. When away from home, most *bunagaya* are fairly restless until they can find an elevated position on which to sleep.

Another such peculiarity is the shared enmity between *bunagaya* and octopuses. This antagonism spans back generations and no-one can quite remember why it is that they dislike each other so much.

Racial Traits

Ability Score Increase. Your Wisdom score increases by 1.

Limber. You have a swimming speed of 25 feet and a climbing speed of 25 feet.

Net Positive. You have proficiency with nets, and when making an attack with a net, you have advantage on the roll.

Languages. You can speak Draconic and Shīsā.

Art: Kōno Bairei (top background), Manami Maxted (top-left) (Commissioned for *Kunio's Guide to Seigai*)

Half-Oni

"A child that does not resemble its parents is the child of an *oni*." This common Seiganese expression is often used to chastise a child; however, for some individuals, this phrase takes on an all-too-real quality. Every so often, a child is born with red, blue, or green skin, along with two horns on their head and jet-black hair. This event is often associated with a curse placed on a family, but the child is rarely seen as a curse in and of themselves. In fact, the child is commonly seen as a sign of warding, keeping greater *oni* from terrorising their home.

A half-oni will differentiate themself from a pureblooded *oni* by wearing a talisman such as a necklace of holly leaves and dried sardine heads, or offering gifts of roasted soybeans; these are examples of things that regular *oni* cannot abide. Without this vital visual evidence that a half-oni is not an *oni*, they will usually find people avoid them in the street out of fear.

Racial Traits

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fiend. Your creature type is fiend, rather than humanoid.

Oni's Legacy. You can cast the *primal savagery* cantrip, using charisma as your spellcasting ability.

Subraces

In addition to the base racial traits of the half-oni, you have a racial heritage and gain attributes from that race according to the table below. You inherit the Speed, Size, and Language attributes from your parent race.

Parent Race	Ability
Human	Bonus Feat
Bunagaya	Limber, Net Positive
Kappa	Dish Head, Natural Armor
Korpokkur	Home Is Where The Hearth Is, Skilled Potter
Masaru	Light-Footed and Light-Tailed, Prehensile Tail
Ryūson	Amphibious, Godai Spirit
Shapechanger	Bakemono

Art: Géraud Soulié (bottom-right) (© Timothy Ferdinand) (edited), Dylan Choonhachat (background) (edited)

Kappa (Tortle Variant)

At first sight, one could easily be disgusted by a *kappa*. While they resemble the tortles of other lands, it is not difficult to see how they diverge: a shorter stature, webbed fingers and toes, a beak-like mouth with pointed teeth, but most disturbingly, a circular orifice in the top of their skull, giving access to a water-filled chamber where, by all rights, the brain should reside. It would be far too easy to dismiss these creatures as the product of darkness—but that would be an unfair judgement. Many *kappa* are quite wise, gentle creatures.

Racial Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score increases by 1.

Size. Your size is Small.

Speed. You have a walking and swimming speed of 30 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Dish Head. Your head crests up into a small dish filled with water. While your head is filled with water, you have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. Whenever you fail a Dexterity saving throw, the bowl empties, and must be refilled to restore this ability. If you fail the Dexterity saving throw by 5 or more, the bowl empties completely, and you gain a point of exhaustion, which can only be removed by refilling the bowl.

Fey. Your creature type is fey, rather than humanoid.

Natural Armor. Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Wellbeing. *Kappa* have an intuitive knowledge of medicine, particularly the skill of setting broken bones. You have proficiency in the Medicine skill.

Languages. You can speak Draconic and Aquan.

Art: Simon Dominic Brewer (top), Kōno Bairei (background)

Korpokkur (Gnome Subrace)

In the Ryūguchi Sea, there exists a small volcanic island chain known as Rep-un-Mosir in Kuma, which is the language spoken there. These islands are home to an indigenous race known as the *korpokkur*, meaning "people below the leaves of the butterbur plant".

The *korpokkur* stand two to three feet tall and, like the *bunagaya*, are skilled fisherfolk. However, the similarities end there. Rather than making their homes in the trees, the *korpokkur* prefer to construct elaborate pits with domed roofs made of the leaves of the butterbur plant, which offer much more protection from the strong winds that regularly tear through Rep-un-Mosir. The *korpokkur* place special importance on the homes they build, and revere the hearth as she is a *kami* that must be kept aflame, known as Grandma Fire.

Korpokkur are shy individuals, and prefer to remain unseen. Despite this, they have a good relationship with the humans who also occupy Rep-un-Mosir, frequently exchanging gifts under cover of darkness.

If a *korpokkur* has left Rep-un-Mosir, it is usually for an exceedingly good reason.

Racial Traits

Ability Score Increase. Your Constitution score increases by 1.

Home Is Where The Hearth Is. You know the *mold earth* cantrip and can cast it at will. In addition, you can spend an hour crafting a *korpokkur* home large enough for 10 medium creatures, provided the ground is earth. A creature who completes a long rest inside this home gains temporary hit points equal to half their level rounded down (minimum 1). You can spend another hour to unmake the home, leaving no trace of you having been there.

Skilled Potter. You have proficiency with Potter's tools.

Languages. You can speak Draconic and Kuma.

Art: Kōno Bairei (background), Manami Maxted (top-right) (Commissioned for *Kunio's Guide to Seigai*)

Masaru

The *masaru* are a race of intelligent bipedal primates native to the jungles of Shōdanshima. They are typically curious and blunt creatures, full of impropriety. At the same time, they are known for their great bravery and loyalty.

Though the *masaru* and *bunagaya* hail from different regions in Seigai, it is said that whenever the two meet they tend to foster deep friendships.

If *masaru* have one vice, it is hot water. If you ever need to find a *masaru*, go check the nearest *onsen*.

Racial Traits

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. *Masaru* typically live up to about 60 years.

Size. *Masaru* range in size from 4 and a half to 5 and a half feet tall. Your size is Medium.

Speed. You have a walking and climbing speed of 25 ft.

Animal Empathy. Whenever you make a Wisdom (Animal Handling) check related to primates or tamed animal species, you are considered proficient in the Animal Handling skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Forager. You have advantage on rolls for foraging for food.

Light-Footed and Light-Tailed. You have advantage on stealth rolls when you're at a higher elevation than the person/people trying to detect you.

Prehensile Tail. Your tail is dexterous enough to use basic tools, pick up objects, and hold you hanging from something. Your tail cannot wield weapons or a shield.

Languages. You can speak, read, and write Draconic, and you can speak primate. Primate does not have a written language.

While primates do carry some significance in Shinto and ancient Japanese literature, the *masaru* race are invented for Seigai. They are loosely based on the Japanese macaque; however, unlike the macaque, *masaru* have long tails.

Art: Ohara Koson (bottom)

Art: Phill Berry (full page)

Ryūson (Dragonborn Variant)

The dragonborn of Seigai are known as ryūson, taking after the *ō-ryū*, and have few elements in common with foreign dragonborn. Rather than tendrils, *ryūson* have soft hair. Their heads are more mammalian than reptilian and two horns protrude backwards from the rear of the skull. Male *ryūson* have long flowing whiskers and beards, while female *ryūson* have more modest horns, and longer serpentine tails. The scales of the *ryūson* change their color depending on the angle of the light.

Each *ryūson* has a lineage that can be traced back to one of the elder dragon *kami* of Seigai.

◀ Earth Dragonborn

Earth dragonborn (*chison*) can trace their lineage back to the great eight-forked serpent Chinushi-sama. They have a natural affinity with the ground beneath their feet. Their scales are a dusty tan color and their faces are more naturally frightening than other *ryūson*.

Water Dragonborn ▶

Water dragonborn (*suison*) trace their ancestors back to the Dragon Emperor himself, Suinushi-sama. They are at one with the ocean, instinctively reacting to and flowing with the currents as they swim. Their tail is considerably longer than other *ryūson*.

Art: Phill Berry (Dragonborn portraits commissioned for *Kunio's Guide to Seigai*), Kawanabe Kyōsai (background) (edited)

Fire Dragonborn ▶

Fire dragonborn (*kason*) are connected to the kami of fire, Kanushi-sama, who himself was born from Shōjō-sama, killing her in the process. Their skin color is coal-black. Their body temperature is warmer than other creatures—you would be wise not to offer your hand to a fire dragonborn without a protective glove.

Kanushi-sama (Kagutsuchi) is not typically represented as a dragon in the Shinto canon; this is an invention for Seigai.

◀ Air Dragonborn

Air dragonborn (*fūson*) are descendants of the great dragon Fūnushi-sama of the rain and the snow, and feel quite at home in inclement weather.

Art: Phill Berry (Dragonborn portraits commissioned for *Kunio's Guide to Seigai*), Kobayashi Kiyochika (background) (edited)

◀ Void Dragonborn

Void dragonborn (*kūson*) are tied to the great dragon protector of the night stars, Kūnushi-sama. They are just as much a part of the Ethereal Realm as the Material Plane. Their skin is deep indigo and they have silver hair.

Racial Traits

Ability Score Increase. Your Charisma score increases by 2, and one other ability score increases by 1, determined by the draconic ancestry table below.

Age. *Ryūson* live between 100 and 150 years.

Size. Your size is Medium.

Speed. Your walking speed is 30 ft.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe water and have a swimming speed of 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your ability score increase and Godai Spirit powers are determined by the dragon type, as shown in the table.

Godai Spirit. You can cast the cantrip associated with your draconic ancestry at will. When you reach 5th level, you can cast the Seijin Spell associated with your draconic ancestry once with this trait and regain the ability to do so when you finish a long rest. When you reach 11th level, you can cast the Teinen Spell associated with your draconic ancestry once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak Draconic and one other language of your choice.

Dragon	Ability	Cantrip	Seijin Spell	Teinen Spell
Earth	Constitution	*Mold Earth*	*Seijin of Earth**	*Investiture of Earth*
Water	Wisdom	*Shape Water*	*Seijin of Ice**	*Investiture of Ice*
Fire	Strength	*Control Flames*	*Seijin of Flames**	*Investiture of Flames*
Air	Dexterity	*Gust*	*Seijin of Wind**	*Investiture of Wind*
Void	Intelligence	*True Strike*	*Seijin of Aether**	*Investiture of Aether**

*See Appendix C: Spells

Art: Phill Berry (Dragonborn portraits commissioned for *Kunio's Guide to Seigai*), Takahashi Hiroaki (top)

Shapechanger

In Seigai when a beast reaches a certain age, there is a chance they will grow into a *bakemono*, meaning "shapechanger." While this has been known to happen to many kinds of beasts, there are five that show a particular capability of making this ascent: cats, otters, foxes, badgers, and raccoon-dogs. Why this happens, no-one is particularly sure, although there are a number of theories (one even states it is directly related to the amount of lamp oil the creature has consumed in its life).

Shapechangers live mostly among their own tribes in the wild, however they have been known to make trips into urban centres, often out of mere curiosity. When interacting with folk from other races, a shapechanger will almost always adopt a humanoid or anthropomorphic form. Even in their humanoid forms, shapechangers have distinct characteristics that belie their true nature; it is often their tail that gives them away.

Art: Attributed to Kawanabe Kyōsai (top)

Racial Traits

Ability Score Increase. Your Dexterity and Wisdom scores increase by 1.

Size. When in humanoid form, you are a medium creature. When in anthropomorphic form, you are a small creature.

Speed. When in humanoid or anthropomorphic form, your walking speed is 30 feet.

Fey. Your creature type is fey, rather than humanoid.

Bakemono. You can use an action to shapeshift into your beast form, into a humanoid, or into an anthropomorphic (semi-humanoid) form halfway between the two. Your appearance in all three forms is hereditary just like any other race, and any equipment you wear in your human form adjusts to the size of your anthropomorphic form. When shifted into your beast form, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, hit points, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the beast. If the beast has the same proficiency as you and the bonus in its stat block is higher than yours, use the beast's bonus instead of yours.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Darkvision. You have a nocturnal creature's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak Draconic and one other language of your choice.

Subrace: Bakeneko (Cat)

Cats are often kept as house pets in Seigai, with the added benefit of keeping rodents and other pests out of the home. Seiganese people highly venerate domesticated cats, due to the chance that a cat will awaken as it reaches old age. Poorly treated cats who awaken into *bakeneko* often devote their time to tormenting their former owners. A well-kept *bakeneko* may live quite happily in society. Tribes of *bakeneko* are rare, and they are usually only seen in ones or twos.

Racial Traits

Age. Bakeneko have usually awakened by age 15 as an adult, and go on to live another 100 years on average.

Ability Score Increase. Your Dexterity score increases by 1.

Bakeneko Magic. You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *feather fall* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *protection from poison* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Art: Alejandro Pacheco (bottom-left) (Commissioned for *Kunio's Guide to Seigai*)

Subrace: Kawauso (Otter)

Kawauso are river otters who have awakened as they have aged. They are famous for their dietary choices; for example, as their habitat often contains a lot of competition for food, the *kawauso* have learned how to break the defences of large crustaceans, prying open their chitinous armor. If they have one culinary vice, it is a love of *sake*. Give a *kawauso* a cup of your best *sake* and they will be your ally forever, it is said.

Racial Traits

Age. Rivers are a dangerous place to make your home in Seigai, and provided a kawauso has not been eaten by a *suiko* or *garappa* by age 10, awakening is a foregone conclusion. They tend to live the shortest of the shapechangers, lasting around 80 years.

Ability Score Increase. Your Wisdom score increases by 1.

Kawauso Magic. You know the *magic stone* cantrip. When you reach 3rd level, you can cast the *command* spell once as a 2nd-level spell with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *calm emotions* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Subrace: Kitsune (Fox)

There is a special reverence for foxes among the people of Seigai. They are often thought of as the messengers of the *kami*, particularly Yōnō-sama. However, the *kami* do not always bring good tidings. The Seigai people can be quite superstitious, and if a person appears too cunning, they may be accused of being a *kitsune* bringing a bad omen. Of all the shapechangers, *kitsune* are the most adept at hiding their true nature.

Racial Traits

Age. If a fox has reached the age of 5, it will almost certainly become a *kitsune bakemono*. Typically they awaken with infant minds, but *kitsune* go on to live long lives, gaining an extra tail every 100 years or so. At 900 years and 9 tails, a *kitsune* will ascend into a celestial form.

Ability Score Increase. Your Intelligence score increases by 1.

Gifted Communicator. You can speak, read, and write two languages of your choice.

Kitsune Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *sanctuary* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *sending* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Scoundrel. You are proficient in the Deception skill.

Art: Alejandro Pacheco (top-right, bottom-left) (Commissioned for *Kunio's Guide to Seigai*)

Subrace: Mujina (Badger)

I must confess I have never had the pleasure of meeting a *mujina*—at least to my knowledge. *Mujina* are the least likely to be seen among urban society, preferring to spend their time deep in the forests and away from the complications of bureaucracy. In fact, I have heard they are so introverted, that often they will learn how to adopt a frightening faceless form called *nopperabō* just to avoid a conversation.

Racial Traits

Age. Once a badger reaches the age of 13, the chance of it awakening into a *mujina* increases exponentially. They go on to live around 250 years.

Ability Score Increase. Your Dexterity score increases by 1.

Mujina Magic. You know the *shillelagh* cantrip. When you reach 3rd level, you can cast the *alarm* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *locate animals or plants* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Out of Sight. While in forest terrain, whenever you make a Dexterity (Stealth) check, you are considered proficient in the Stealth skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Subrace: Tanuki (Racoon-Dog)

While on my travels, I would occasionally encounter one of these portly furry creatures, mostly in rural areas. The *tanuki* bear some resemblance to raccoons and pandas, however I do believe they are unrelated. I have heard it said that the male *tanuki* have abnormally large scrota; while I have not seen this in person, I did notice many of them wearing baggy trousers.

Racial Traits

Age. A *tanuki* will typically awaken around age 10, and live as a *bakemono* for another 200 years. However I have heard tales of *tanuki* who exceed this lifespan two- or even three-fold.

Ability Score Increase. Your Wisdom score increases by 1.

Money Bags. You make your money stretch further. Whenever you make a Charisma (Persuasion) check to barter, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tanuki Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *ceremony* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *phantasmal force* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Wait A Minute. Whenever you fail a Deception or Performance check, you can use your reaction to move half your movement speed, without incurring opportunity attacks.

Art: Alejandro Pacheco (top-right, bottom-left) (Commissioned for *Kunio's Guide to Seigai*)

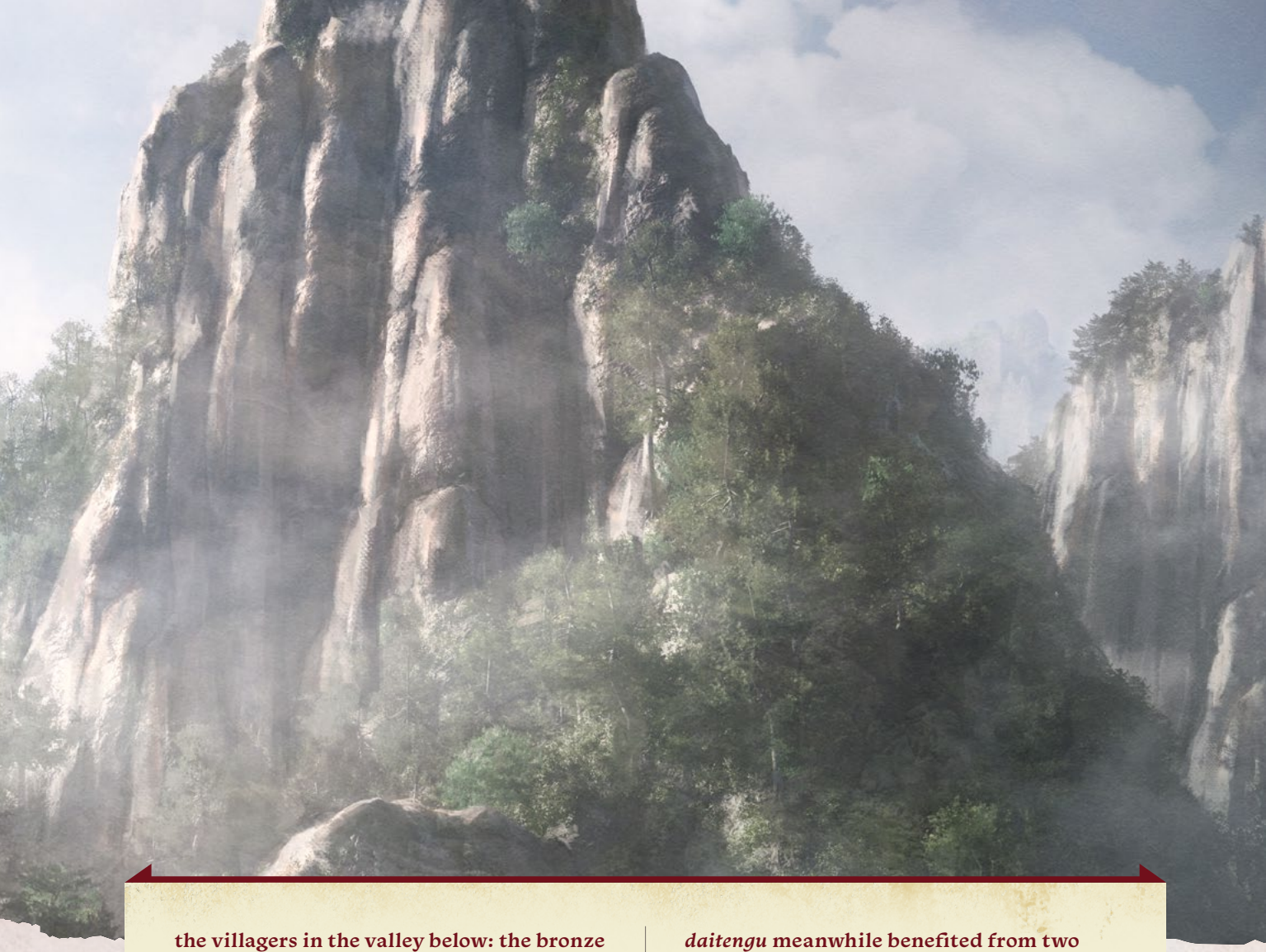
The Life of a Rōnin

Raikō withdrew her sword and wiped it on the warrior's robes. The fight had been short. Even a well-skilled *daitengu* such as the one that lay sprawled out before her could stand little chance against the combined force of six *rōnin*. By the time the daitengu had realized he was outmatched, it was too late to call the many *kotengu* cowering in the cliffs above the temple to his aid. To think, his entire life training for this moment, only for it to be over so quickly. What a waste, Raikō thought.

She tentatively tiptoed down the clay tiles of the roof and tossed the *daitengu*'s polearm down below, where her companion Bisuda stood picking grime out from under his claws. As the *naginata* struck the stone ground, it clanged loudly, and Bisuda leapt into the air startled, landing on all four paws. Raikō let out a squeal of amusement. She had just learned that morning that Bisuda tended to overreact to loud noises, and she intended to use that information well, and often.

The journey up the mountains had been long and exhausting, but such things were to be expected when undertaking *rōnin* contracts. They had been sent to investigate strange reports coming from

Art: TomoRo (top)



the villagers in the valley below: the bronze bell of the cliff-top temple was ringing in the dead of night. Not that unusual, except the temple was abandoned to the *tengu*; no-one resided there any more.

As a *bushi*, a Seiganese warrior mercenary, she knew her inclusion on the mission meant that a violent outcome was highly probable. Apart from a few nuisance kotengu throwing rocks at them however, they had made it to the temple mostly unscathed. She had been beginning to feel shortchanged. She need not have worried.

It was not Raikō's first encounter with *tengu* by any means. The beaked and feathered humanoids were a common foe along the full extent of Shōdanshima. The *daitengu* she faced today however was a far more reclusive type. Unlike the *kotengu*, *daitengu* had smooth skin, and in place of the beak stood a long proud nose. *Kotengu* had to grasp their weapons in their talons in order to fly using their winged arms; *daitengu* meanwhile benefited from two large wings on their backs, leaving their hands free to wield a sword or polearm and, if needed, quickly retreat to an elevated position. This was exactly why Raikō now found herself on the temple roof.

The slaying of the *daitengu* did not however solve the mystery of the bell, and would not constitute the fulfilment of the contract. Raikō and her companions still had a job to complete, and she now turned her attention to the *shōrō* outbuilding, where the bell was housed. The primary purpose of the *bonshō* bell in Seigai was to call the monks to prayer. *Bonshō* were also designed to create powerful *sonon* auras when struck; these were known to frighten away evil *yōkai* and ward the temple.

Why, then, would a *tengu* want to strike the bell? Raikō turned the thought over in her mind, trying to make sense of it. Her companions Taba and the foreigner

Art: TomoRo (top)

Faust had already begun to inspect the bell, and Raikō wandered over to join them. Taba picked up a nearby mallet and experimentally gave the bell a light tap. At once the air felt thick and heavy, the *sonon* waves pushing it around like an oar in the ocean. Faust pointed up, and the three of them craned their necks to gaze at a shadow in the beams above the bell.

All of a sudden, the ghost pounced. Raikō barely had time to draw her short *wakizashi* blade. She sliced instinctively as she threw herself on the ground, her sword swishing through the air, meeting no resistance. She felt her hackles raise as the cold ghostly form passed straight through her, and she lifted her head to see the figure walking away from the bell tower. The monk ghost barely walked ten paces before it faded.

Raikō's embarrassment quickly turned to disgust. She had not paid much attention to this before, but now her whiskers were touching the stone floor, she realised it was caked with bird droppings—as was her nice *karuta* armor. As she gingerly rose to her feet and brushed herself off, the answer came to her. The sun was rapidly descending below the mountaintops, and all that was left was to wait and see if her theory was correct.

Raikō spent the rest of the evening pawing through the temple grounds searching for more clues with her five companions. Apart from evidence that the *daitengu* had lived here for a while, the search was beginning to feel like a waste of time. The benefit was that they had plenty of time to waste. At Raikō's insistence, the party had not yet reported the job as complete. It would be typical of the *daimyō*'s office to cheat them out of their well-deserved pay, even though Raikō suspected slaying the *daitengu* would put an end to the nuisance. Still, she had doubts. The appearance of the monk ghost poked at the back of her mind. What caused it to linger here, rather than departing to Yomi, the land of the dead?

Her deep thought was suddenly interrupted by a ruckus at the *shōrō*. A great cloud of feathers began to cascade down from the ceiling, and Raikō began to wonder if a *kotengu* had managed to slip in unnoticed. She soon had her answer as from the loft of the *shōrō* descended a drove of dark-feathered doves who darted about, the whirring of their wings breaking the still night air. One pigeon was clearly disorientated as it flew head-first into the bell, and the cacophony was added to by a quiet thump, followed seconds later by a much louder one.

The quieter thump came as the pigeon fell to the ground and brushed itself off as if nothing had happened. The louder thump was caused by the corporealised corpse of the monk, sliding from the beams like a limp snake, now prostrate on the filthy tiles and slowly raising itself up onto its feet. Raikō and her companions watched as the monk made those same steps he had made earlier before he faded; this time, the hum of the bell was louder in Raikō's ears, and it seemed to give the monk ghost enough strength to hold onto whatever it was that was tethering him to the material plane.

In this form, the monk's body looked opaque enough to touch, and Raikō recalled the sensation as he had wafted over her earlier. Clever, she thought. He must have passed through the pigeons to spook them, every night for… how long? How terrible, that he spent so many years desperately trying to get the attention of the village below.

The monk led the party to the edge of the cliff and pointed at the forest below. It looked like some kind of rock-slide had occurred, but they were so high up, it was difficult to truly tell. Raikō realised they were going to have to climb down to get a better look. A foolish task in the middle of the night, but one thing Raikō had realised by working with these *rōnin*: foolishness gets you places.

Raikō let go of the *kotengu*'s leg and prepared herself for the ground that was rushing up to meet her. She had been aiming for a patch of soft earth but, just as she shifted her body to release, the *kotengu* lurched sharply towards the cliffs. This was in no way ideal. Landing so close to the cliff wall would make it very difficult to break her fall with a roll. She had managed to disarm the *kotengu* mid-flight, but she knew it would be right on her as she landed, and if she got this wrong, she would be at the mercy of the *kotengu*'s sharp talons.

She hit the ground hard and tried to soften the impact by rolling, but as she suspected her roll was interrupted by hard rock, and she felt the wind expelled from her lungs. The *kotengu* lunged downwards, claws outstretched. At the last second, Raikō withdrew into her fox form, becoming a much smaller target for the *kotengu*'s clutches. Its claws scraped across the rock-face, leaving behind a set of sharp grooves across the surface. Raikō darted into the woods, still wheezing from the impact, while the *kotengu* attempted to work out how it had missed.

A few moments later, she heard the swoosh of an arrow and the thunk as it hit home, lodged in the *kotengu*'s skull. Raikō emerged from the woods and stared up at her savior. The *kappa* Mafuke stood at the top of the cliff, bow in hand. He bowed in pride at his performance, and a little trickle of water dripped out from his skull, which Raikō traced with her eyes as it fell in the grey pre-dawn.

Her daring stunt had saved a great deal of time, which she now used to inspect the area where the monk had pointed. At first it seemed there was nothing but a pile of rocks. Now she was up close, the picture was much clearer. These rocks showed the signs of a sculptor, although it was difficult to make sense of how they fitted together.

Art: EA Howell (top)

The statue had clearly been jettisoned off the cliff, most likely by the *tengu*. No wonder the monk had such a strong tether to this world. This was a defilement of the highest offense. She wondered about the statue, and who it had represented. Strange though, she had not noticed any statues missing in the temple.

Of course. This statue was not from the temple building. Moreover, this was not one statue, but two. She picked through the stones until she found the face of the left lion-dog, shortly followed by the right. She had thought it strange that no lion-dogs had been tasked with guarding the temple. This is where they were, then. Two proud guardians, reduced to rubble.

She was joined a short while later by Rin the *tanuki*, who had found his own way down the cliff by fashioning a parachute out of god-knows-what. Rin and Raikō stood over the pieces and both knew there was little they could do. Maybe, if they could find the right pieces, Rin could go through mending the joins one-by-one. It would be tedious, and it would not necessarily restore the lion-dogs to life. However, it was their one shot at being paid for this job, and so Rin set to work while Raikō stood watch.

It was late in the morning by the time Rin announced he was finished. There before them both stood two majestic lion-dogs; on the left was the *a-gyō* with his open mouth, and on the right was the *un-gyō*, her jaw clenched. Cracks were evident over the entire surface of each statue, and Rin shrugged. Neither lion-dog showed much sign of life. Still, Rin came from the tradition of wandering priests known as *sō*, and he took a moment to consecrate the statues, satisfied that he had done all he could.

Raikō and Rin leisurely made their way back up to the temple to make their report. Raikō still held the magic slip of paper entrusted to the party by the *daimyō*'s official. Whether she could remember the folds required to make it work was another matter. Hopefully someone in their party knew. And then, there was the tune you had to hum to bring it to life. How did it go again?

Raikō stopped. She was no closer to remembering the tune, but she had a much more pertinent revelation. She burst into a sprint, leaving Rin in her wake as he attempted to keep up in his cumbersome *ō-yoroi* armor. They were nearly at the temple, and she needed to know if her idea would work.

She ran straight past her party to the *shōrō*, and ignoring their questions, she lifted the hammer and struck the bell with all of her might. She felt the vibration course through her bones and she immediately let go of the hammer. As the deafening magic reverberated, translucent forms began to coalesce all around the temple. She paid them no mind. Her curiosity lay in what she might see over the edge of the cliff.

She peered down to the spot where she had landed earlier. Exactly as she had thought. The lion-dogs were gone.

Moments later, a fearsome beast, made of stone with gold cracks like lightning bolts painted across the surface, bounded forth and let out a mighty roar that seemed to increase the bell's intensity even further. A moment later, they were joined by another of the beasts, who joined in the chorus. Lastly, Rin followed behind, wiping his forehead and catching his breath.

The monk ghost appeared at Raikō's side, and with a smile, bowed deeply. He joined a procession of ghostly forms who made their way up the stone steps into the temple, each of them giving voice to a chant that had not been sung in this region for decades. At the gate, Raikō watched as the two great beasts found their posts and settled in place.

The guardians had returned.

Mercenaries

I have met many highly-skilled professionals in Seigai, who are known by the term *rōnin*. They are not a social class in and of themselves; they are typically *nōmin* (commoners), although I have heard of squads of *rōnin* captained by a *samurai*.

While martial skills can be extremely useful in this trade, they are not the only skills in high demand. To be officially recognized as a *rōnin*, you must obtain a professional license, of which there are four types: *bushi* (warriors), *madōshi* (mages), *meijin* (experts), and *sō* (priests). Licenses are granted by officials of the *shōgun* and require a letter of recommendation.

Certain assignments may specify that one or more professions must be represented in a questing party for their application to even be considered. Due to this, there is quite a black market for fake *rōnin* licenses.

Profession	Classes
Bushi	Barbarian, Fighter, Paladin
Madōshi	Sorcerer, Warlock, Wizard
Meijin	Artificer, Bard, Ranger, Rogue
Sō	Cleric, Druid, Monk

Feats

Sonon Mastery

You have proven your ability to the gatekeepers of *sonon*. You have been entrusted with a secret *sonon* word that would destroy anyone not strong enough to utter it. Knowledge of this word has enhanced one of your skills. Increase the skill of your choice according to the table below by 1, to a maximum of 20, to represent this enhancement.

Sonon Ability. You gain one of the following abilities, corresponding to the *sonon* word you learned. The starting size of the Sonon die used by these abilities is a d6.

- ***Rī Strike.*** Once on each of your turns when you hit with an attack roll that uses Strength, you can roll your Sonon die after you make the damage roll and add it to the total damage.
- ***Shu Incantation.*** Whenever you make a spell attack, you can roll your Sonon die and add the number rolled to the attack roll. You can choose to do so before or after rolling the d20, but before you know whether the attack hit.
- ***Kan Technique.*** Whenever you make a skill check for a skill you are proficient in, you can roll your Sonon die and add the number rolled to the check. You can choose to do so before or after rolling the d20, but before you know whether the check succeeded.
- ***Ken Blessing.*** Whenever you or an ally within 30 feet makes a saving throw, you can use your reaction to roll your Sonon die and add the number rolled to the saving throw. You can choose to do so before or after rolling the d20, but before you know whether the saving throw succeeded.

Changing the Die's Size. When you roll your Sonon die, it decreases by one die size after the roll. This represents you burning through your Sonon energy. For example, if the die is a d6, it becomes a d4. The minimum die size is a d4.

If you roll a 1 on your Sonon die, you are overwhelmed by the force of the Sonon flowing through you, and you take psychic damage equal to the maximum roll of the Sonon die. The die then shrinks to a d4.

Whenever you finish a long rest, your Sonon die resets to its starting size. When you reach certain levels, the starting size of your Sonon die increases: at 5th level (d8), 11th level (d10), and 17th level (d12). If you take the Sonon Mastery feat more than one time, you don't get more than one die.

Sonon Replenishment. As a bonus action, you can calm your mind for a moment and restore your Sonon die to its starting size. You then can't use Sonon Replenishment again until you finish a long rest.

Sonon Word	Ability Score Increase	Available to	Grants
Rī	Strength or Constitution	*Bushi*	Rī Strike
Shu	Intelligence or Charisma	*Madōshi*	Shu Incantation
Kan	Dexterity or Charisma	*Meijin*	Kan Technique
Ken	Dexterity or Wisdom	*Sō*	Ken Blessing

Bayashi

Prerequisite: Shapechanger (Tanuki), 5th level

You have become an expert of mischievous illusion, continuing the ancestral line of legendary *tanuki*.

- Increase your Charisma score by 1, to a maximum of 20.
- When you cast *phantasmal force* with your *Tanuki Magic* racial ability, you can instead drum on your belly as the somatic component of the spell, to create an illusion known as *bayashi*. When casting *phantasmal force* in this way, the illusion you create has no visual appearance; instead, you create the sound of ghostly drumming at a location of your choice within 60 feet. As a bonus action on your turn, you can move the location of the illusion up to 20 feet.

Nopperabō

Prerequisite: Shapechanger

You have mastered shapechanging, to the point where you have some control over the form you assume.

- You learn the *disguise self* spell and can cast it a number of times equal to your Charisma modifier, regaining any expended uses when you finish a long rest.
- While in your humanoid form, you can use an action to temporarily take the appearance of a *nopperabō*, a humanoid with no facial features. Each creature of your choice within 30 feet of you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't see you. On a failed save, a target becomes frightened of you for 1 minute, or until you dispel your *nopperabō* appearance with a bonus action (whichever occurs first). If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. Once you have used this ability, you are unable to use it again until you have finished a short or long rest.

Spirit Fox

Prerequisite: Shapechanger (Kitsune)

As *kitsune* age and garner experience, they can ascend up the ranks of the *kitsune*, becoming a spiritual being. You have lived many years and have been granted a rank on the first rung of the spiritual ladder, known as *kiko*.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Your creature type is celestial.
- You grow an additional tail, up to a maximum of nine tails.

Art: Imed Gharzouli (bottom-right), Kōno Bairei (background)

Armor

In Seigai, the armor worn by *bushi* is typically of lamellar construction. Recently, to help protect the wearer against projectile weapons, new types of plate armor known as *tosei* have become popular; however these are not yet widely made.

Light Armor

Armor	Cost	Armor Class	Strength	Special	Weight
Mino A cape made of straw, useful in a pinch.	1 gp	11 + Dex modifier	–	Destroyed when wearer takes fire damage	8 lb.
Manchira A mail shirt, worn under clothes.	10 gp	11 + Dex modifier	–	–	10 lb.
Kusari Light mail armor.	45 gp	12 + Dex modifier	–	–	13 lb.

Medium Armor

Armor	Cost	Armor Class	Strength	Special	Weight
Hayokpe A leather laminar armor with ankle-length skirts, worn by the hunters of Rep-un-Mosir.	10 gp	12 + Dex modifier (max 2)	–	–	12 lb.
Kikko Folding armor consisting of hexagonal plates linked by *kusari* mail.	40 gp	13 + Dex modifier (max 2)	–	–	20 lb.
Karuta Folding armor consisting of rectangular plates linked by *kusari* mail or laced together.	75 gp	14 + Dex modifier (max 2)	–	Disadvantage on Dexterity (Stealth) checks	45 lb.
Kozane dō Lamellar cuirass made of scales.	400 gp	14 + Dex modifier (max 2)	–	–	20 lb.
Tosei dō Iron-plate cuirass designed to protect against gunfire.	750 gp	15 + Dex modifier (max 2)	–	Disadvantage on Dexterity (Stealth) checks	40 lb.

Heavy Armor

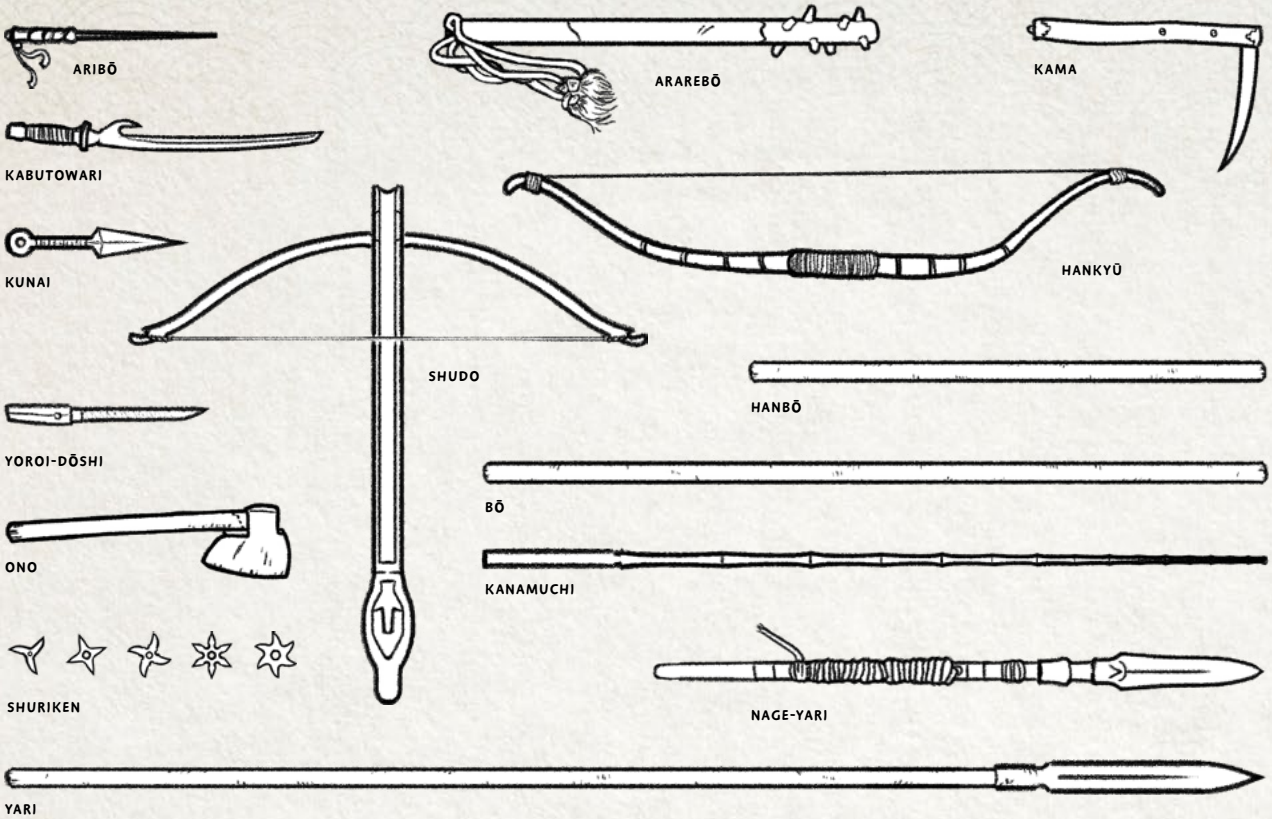
Armor	Cost	Armor Class	Strength	Special	Weight
Dō-maru Riveted suit of whole-body lamellar armor.	100 gp	14	–	Disadvantage on Dexterity (Stealth) checks	40 lb.
Ō-yoroi Ornate riveted suit of whole-body lamellar armor, boxy in shape and designed for horseback combat.	200 gp	16	Str 13	Disadvantage on Dexterity (Stealth) checks	55 lb.
Tosei-gusoku Iron-plate whole-body armor designed to protect against gunfire.	750 gp	17	Str 15	Disadvantage on Dexterity (Stealth) checks	60 lb.
Tosei-gusoku with auxiliaries Iron-plate whole-body armor designed to protect against gunfire, plus auxiliary pieces for further defence.	1,500 gp	18	Str 15	Disadvantage on Dexterity (Stealth) checks	75 lbs.

Shields

Armor	Cost	Armor Class	Strength	Special	Weight
Tedate Rectangular wooden or iron-plate shield.	10 gp	2	–	–	6 lb.

Art: Dylan Choonhachat (top), Nick Serpilov (background)

Weapons



Simple Melee

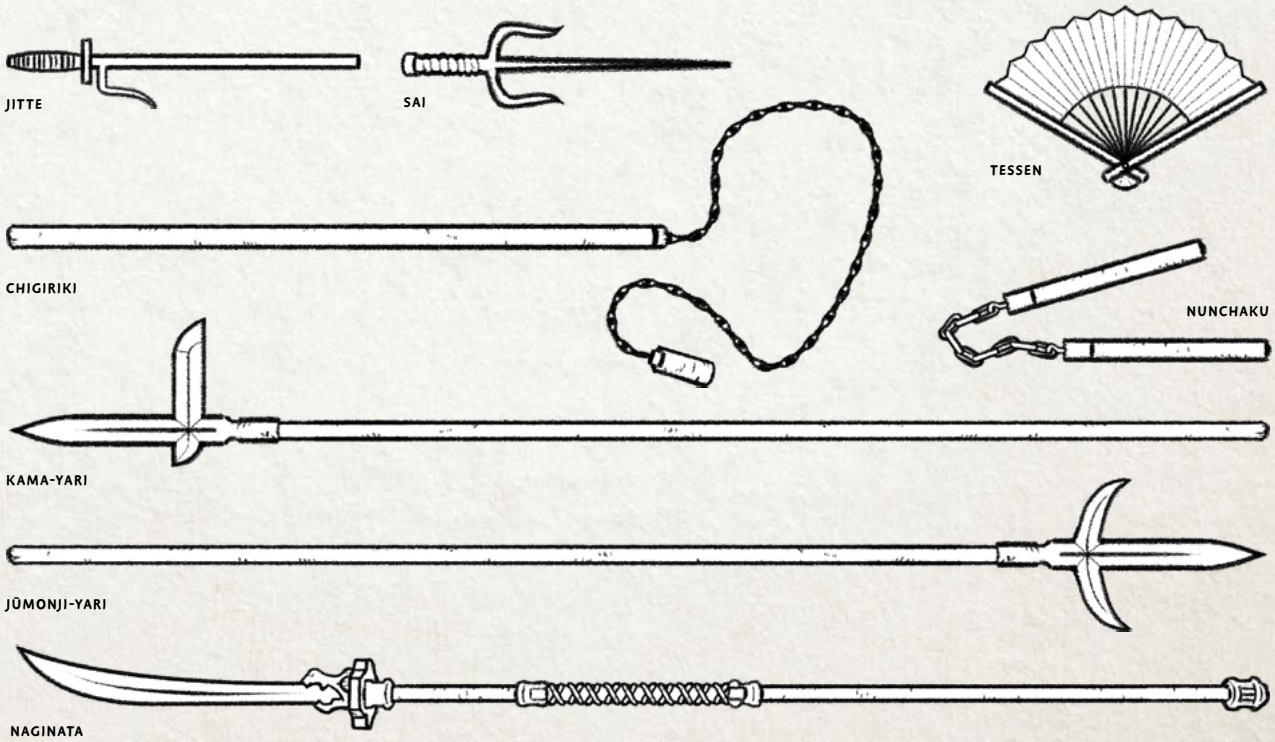
Weapon	Category	Cost	Damage	Weight	Properties
Ararebō	Mace	5 gp	1d6 bludgeoning	4 lb.	–
Aribo	Club	1 sp	1d4 bludgeoning	2 lb.	Finesse, Light
Bō	Quarterstaff	3 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Hanbō	Quarterstaff	2 sp	1d4 bludgeoning	4 lb.	Finesse, Versatile (1d6)
Kabutowari	Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light
Kama	Sickle	1 gp	1d4 slashing	2 lb.	Light
Kanamuchi	Club	2 sp	1d8 bludgeoning	10 lb.	–
Kunai	Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, Thrown (20/60)
Nage-yari	Javelin	1 gp	1d6 piercing	2 lb.	Thrown (30/120)
Ono	Handaxe	2 gp	1d6 slashing	2 lb.	Light, Thrown (20/60)
Yari	Spear	1 gp	1d6 piercing	3 lb.	Thrown (20/60), Versatile (1d8)
Yoroi-dōshi	Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light

Simple Ranged

Weapon	Category	Cost	Damage	Weight	Properties
Hankyū	Shortbow	25 gp	1d6 piercing	2 lb.	Two-Handed
Shudo	Crossbow, light	100 gp	1d8 piercing	5 lb.	Ammunition (80/320), Loading, Two-Handed
Shuriken	Dart	5 cp	1d4 piercing	1/4 lb.	Ammunition (20/60), Finesse

Martial Melee

Weapon	Category	Cost	Damage	Weight	Properties
Chigiriki	Flail	10 gp	1d8 bludgeoning	2 lb.	–
Fuetsu	Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Jitte	Club/Dagger	1 sp	1d4 bludgeoning or piercing	3 lb.	Finesse, Light, Special
Jūmonji-yari	Trident	5 gp	1d6 piercing	4 lb.	Thrown (20/60), Versatile (1d8)
Kama-yari	Pike	5 gp	1d10 piercing	18 lb.	Heavy, Reach, Two-Handed
Kanabō	Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, Two-Handed
Katana	Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Kusari-fundo	Flail	10 gp	1d8 bludgeoning	10 lbs.	Reach
Kusarigama	Flail	30 gp	1d8 slashing	10 lbs.	Reach
Masakari	Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, Two-Handed
Muchi	Whip	2 gp	1d4 slashing	3 lb.	Finesse, Reach
Nagamaki	Longsword	15 gp	1d8 slashing	4 lb.	Versatile (1d10)
Naginata	Glaive	20 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-Handed
Ninjatō	Shortsword	25 gp	1d8 piercing	2 lb.	Finesse, Light
Nunchaku	Flail	5 gp	1d6 bludgeoning	1 lb.	Finesse, Light
Ōdachi	Longsword	25 gp	1d8 slashing	4 lb.	Heavy, Reach, Two-Handed, Versatile (1d10)
Ōtsuchi	Warhammer	15 gp	1d8 bludgeoning	8 lb.	Versatile (1d10)
Sai	Club/Dagger	2 sp	1d4 bludgeoning or piercing	3 lb.	Finesse, Light, Special
Tessen	Shield	25 gp	1d4 slashing	1 lb.	Finesse, Light, Special
Tsurugi	Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, Two-Handed
Tsuruhashi	War pick	5 gp	1d8 piercing	2 lb.	–
Uchigatana	Longsword	5 gp	1d6 slashing	4 lb.	Versatile (1d8)
Wakizashi	Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, Light



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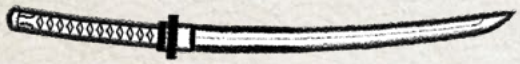

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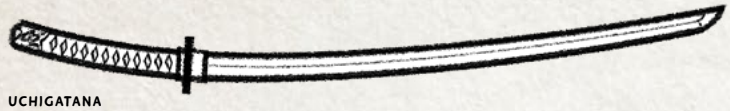

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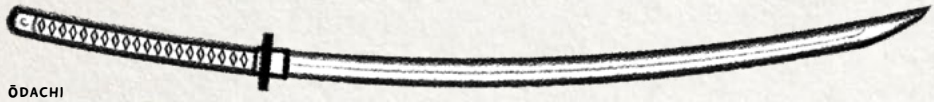
KATANA



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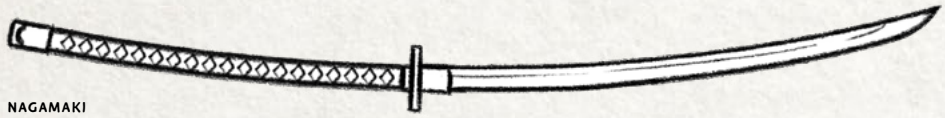

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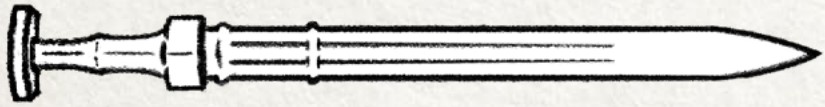

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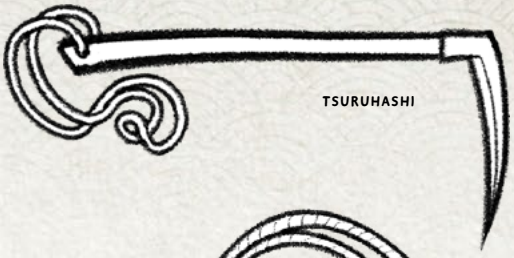

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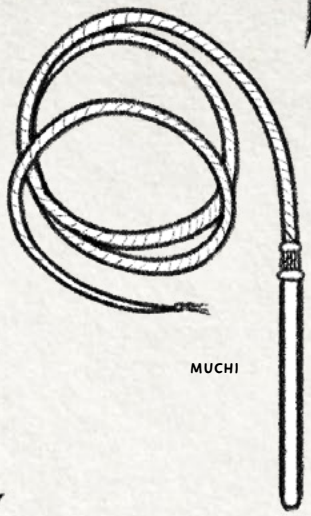

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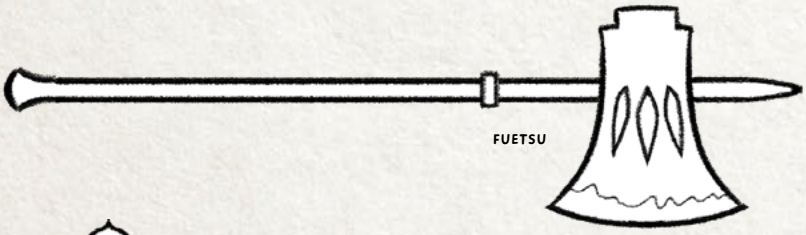

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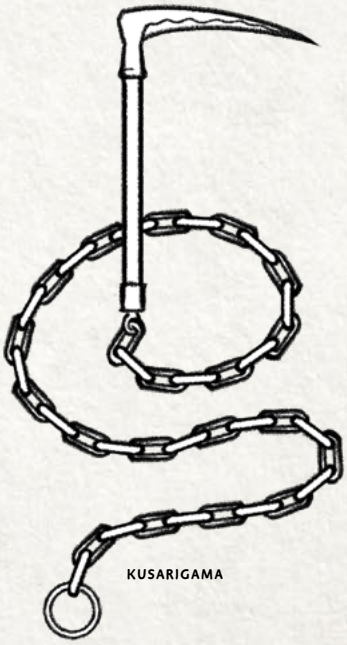
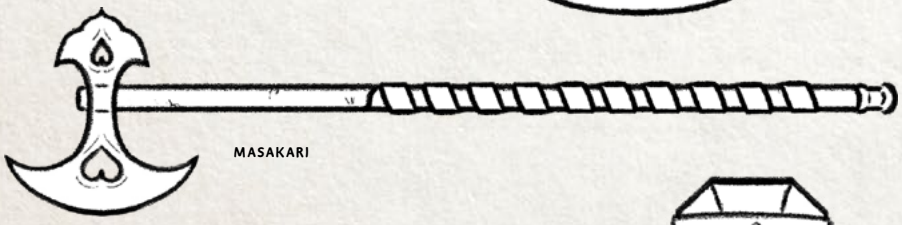


KUSARIGAMA



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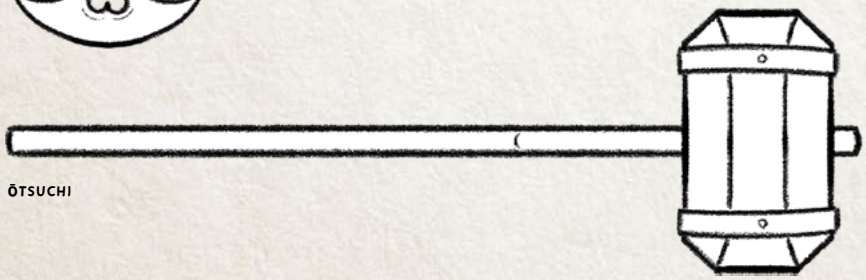
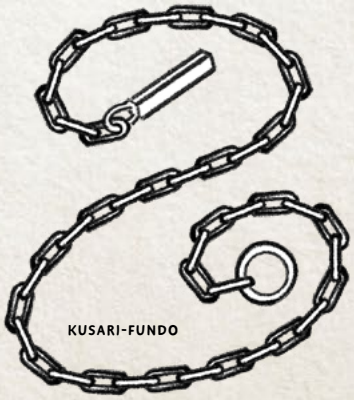


ŌTSUCHI

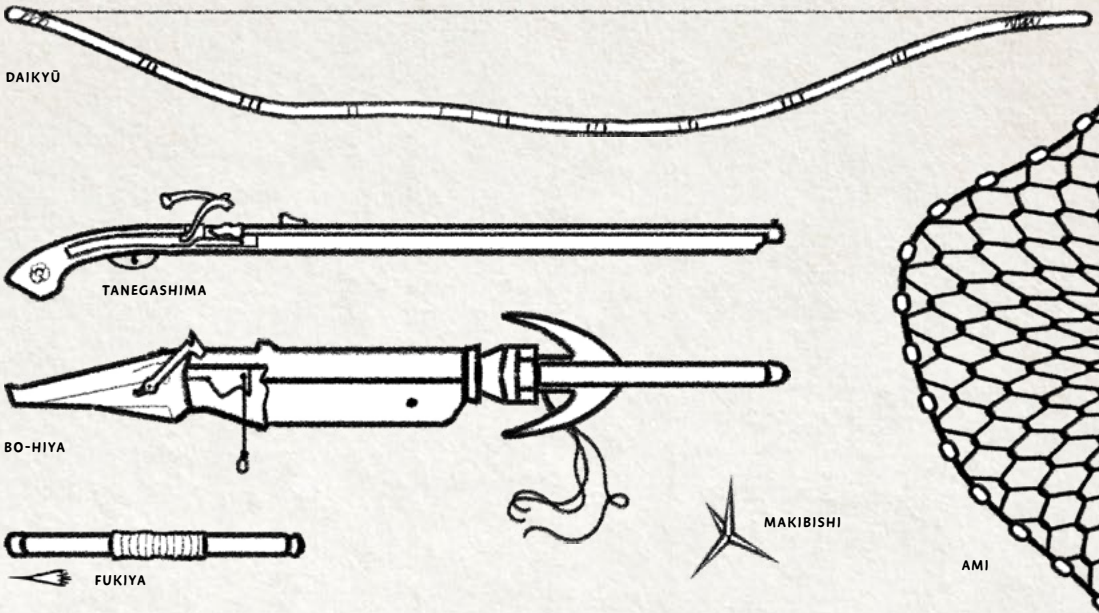
KANABŌ /TETSUBŌ

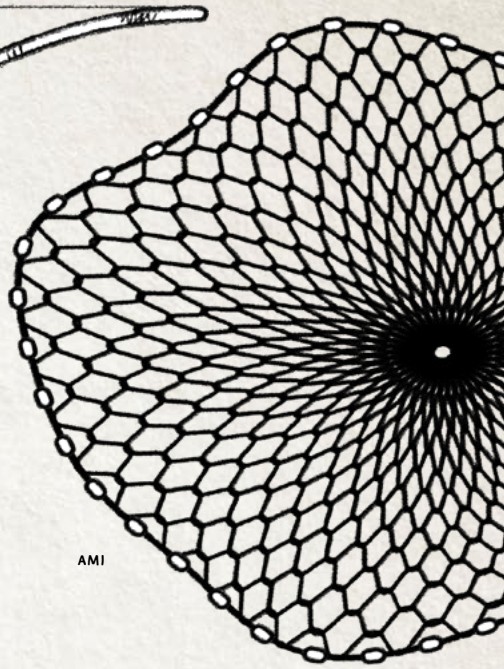


KUSARI-FUNDO

Martial Ranged

Weapon	Category	Cost	Damage	Weight	Properties
Ami	Net	1 gp	–	3 lb.	Special, Thrown (5/15)
Daikyū	Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), Heavy, Two-Handed
Fukiya	Blowgun	10 gp	1 piercing	1 lb.	Ammunition (25/100), Loading





Other

Weapon	Category	Cost	Damage	Weight	Properties
Makibishi	Caltrop	1 gp	1 piercing		–
Bo-hiya	Hand Mortar	500 gp	2d8 fire	15 lbs.	Ammunition (80/320), Loading, Special, Two-Handed
Tanegashima	Musket	200 gp	1d12 piercing	10 lbs.	Ammunition (40/120), Loading, Two-Handed

Special

Bo-hiya. Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition bounces away harmlessly. Once used, the *bo-hiya* cannot be fired again until an action has been used to reload the weapon.

Jitte, Sai. When you attack with this weapon, you can choose whether the damage is piercing or bludgeoning. Then, you can use a bonus action to knock a weapon or another item from a target's grasp. (The rules for disarming can be found in the *Dungeon Master's Guide* p.271.)

Tessen. If you are proficient with martial weapons, you may increase your Armor Class by 1 while wielding a *tessen*. If you attack with the tessen, you lose this bonus and regain it at the start of your next turn. You can benefit from only one *tessen* at a time.

Art: Yasu Matsuoka (bottom-right)

Rumors

I have heard many rumors during my travels around Seigai, some of which I have presented below as a window into the concerns of its citizens.

Bird of Paradise

It is said that if you spend the night at the abandoned temple of Kūkai-sama on Mt. Mani, you may hear the calls of the bird of paradise who resides only in the holiest of places. (See: *Ugetsu Monogatari* [1776])

Bloodbath

The springs that provide hot water to the famous onsen of Honzaishi have recently begun pouring with blood, leaving the town overrun with *akaname* (filthlickers).

Cephalopod Squad

Since the migrant *bunagaya* population of Chōshi discovered *takoyaki*, the octopus fishing trade has been booming. However, fishing boats have started going missing. New hires are needed to meet the demand.

Chiyome's Agents

In Shikaban, a noblewoman has been recruiting women as covert ninja agents in service of the *daimyō*. Word on the street is that they are responsible for a recent high-profile assassination.

The Curious Case at Seiden Gate

After the murder of a *samurai*, four witnesses all have different tales of what took place. (See: *Rashōmon* [1950])

The Emperor's Sword

No-one truly knows what came of the Heavenly Sword after it was shattered by Oniō-sama, but if the shards could be found the sword reforged, some suppose it would still hold power over the *chinushi-zu*. Though, to speak of such things would be treason.

Final Nail in the Kofun

The death of the village elder in Taihai means the *kofun* must be reopened. The spirits inside however are not at rest.

Hell's Gate

Recently, citizens paying respect at the shrine to Kōgaku-sama have gone missing. It seems once someone passes through the *torii* gate, they cross a threshold into a cursed realm.

Heron Back Again

A crane *kami* is searching for the woman who saved her life, so she can repay the favor with great fortune.

Hōichi the Earless

At the Akama Temple, there lives a blind *biwa*-player named Hōichi. While playing in the temple graveyard,

Art: sachi (top)

Hōichi roused a samurai spirit who demanded Hōichi play every day for a thousand years. The priests wrote the Heart Sutra all over Hōichi's body to protect him from the spirit; however, they forgot to write on his ears. The spirit stole Hōichi's ears, and now he cannot hear himself play *biwa*. (See: *Kwaidan: Stories and Studies of Strange Things* [1904] by Lafcadio Hearn or the film *Kwaidan* [1964])

Keep the Home Fires Burning

In Rep-un-Mosir, residents have found themselves suddenly unable to keep their hearths lit. It seems something is wrong with Old Grandma Fire.

Lady of the Snow

Deep in the Entei mountains, a lumberjack has recently found out to his horror that he is married to a spirit, who has taken their son away.

The Long Goodbye

A young *chiryū* dragon has vacated her office and departed into the wilds. This has left the *shōgun* very angry.

Long Night of the Ushi-Tora

The town of Tsuyotake used to have a shrine at its North-East corner until it was destroyed in a fire. Since then, the *kimon* of Tsuyotake has been undefended, and *oni* descend upon the town every night, killing any citizens they find, and hampering any effort to ward the town. All the citizens need are three nights to repair their shrine.

Manor of the Dishes

A *samurai* is haunted by the ghost of a maidservant he killed for losing one of his ten fine plates. (See: *Banchō Sarayashiki*)

Mizaru, Kikazaru, Iwazaru

The *masaru* village of San-en-mura has three elders who govern all legal proceedings. Getting them to agree on anything is quite impossible, especially as they each disregard one type of evidence.

Art: Manami Maxted (top-right), Somei Yoshinori (bottom)

Night Parade of One Hundred Demons

Every year in the late Summer, for one night the streets all around Seigai are filled with a parade of *oni* and *yōkai*, causing chaos and frightening the people. This year, the *shōgun* has decided this tradition must end, at all costs.

Nō Way, Hosei

The Nō Gakkō of Kōtoshi is short of performers and looking for bards to bolster their ranks. Bring your own mask.

Oni Oh My

The soybean crop in the village of Hachon has failed, leaving the villagers with no legumes for their oni-repelling ceremony.

Quibbling Rivalry

Two villages with an ancient disagreement need assistance putting on a festival to appease a river *kami* who has caused a series of floods.

Rogue Rōnin

After failing to meet the terms of a contract, a team of *rōnin* has decided to deliver retribution on the *daimyō*, by sneaking into the city at night and assassinating prominent officials.

Sound Reasoning

A village has been spooked by the sound of a bronze bell ringing deep in the mountains, seemingly emanating from an abandoned temple. (See: Rōnin of Seigai)

Starter for Zen

A stone representing Mt. Yamabi in the famous rock garden of Kyōku has been stolen. No footprints were left behind in the gravel.

Take Up the Blue

A generous offer from the *shōgun* is announced across the realm: join the Azure Guard and your crimes against the state will be forgiven. The word around town is that Chinushi Nobunaga is recruiting for war abroad.

Terror-Cotta

The one-thousand clay soldier *haniwa* statues of Gunjin have suddenly and mysteriously come to life, and threaten the safety of the city and its inhabitants.

Trash Pandas

A tribe of peaceful *tanuki* has been persistently raided by *tengu* bandits in the foothills of the Entei mountains.

Tremors in Mt. Yamabi

Recently, the area around Mt. Yamabi has experienced a large amount of seismic activity. Fearing the worst, the *daimyō* of Chōhan has hatched a plan to appease the volcanic spirits.

What a Wind-Up

A playful wind has been leading travelers off the Wanion Road, never to be seen again.

What's up Lion-Dog?

In Tagūshi, one of the lion-dog guardians of the shrine to Kaze-sama was destroyed by a fallen tree in a violent storm. The other lion-dog has gone missing as a result. Anyone who can track them down is promised a rich reward.

What We Do in the Shadows

The *shōgun* is looking for a highly skilled team of *shinobi* to break into the city of Akugaku. The mission: assassinate the *daimyō*.

Art: Yoshiya Katsuren (bottom-right)

Art: Takahisa Kashi (full page)

Yōkai

The Seiganese people use the word *yōkai* to refer to any creature that is neither one of the seven races of Seigai, nor a common beast. It may seem as if such a broad taxonomy is useless. On the contrary, the *yōkai* play a pivotal role in Seiganese culture.

Take the example of my dear friend Kuemo. When he lost a trade caravan to a gang of violent *garappa*, I heard him utter, "Such are the *yōkai*." Indeed this was one of his more often used phrases, even for situations when the source of malice was not so clear.

"Such are the *yōkai*," I heard him say again, as he lay dying in my arms from a sickness of the lungs.

From much contemplation, my best offer to you dear reader is that *yōkai* describes all that defies our attempts at explanation and mastery. With that in mind, I shall now embark on the foolish endeavor of attempting to catalogue a number of the more distinct *yōkai*.

Reskinning Monsters

A number of creatures with characteristics similar to the *yōkai* of Seigai can be found among other compendia.

Yokai	Use statblock for	Book*
Hibagon	Yeti	MM 305
Ho-o	Phoenix	MTF 199
Ittan-momen	Rug of Smothering	MM 20
Jubokko	Corpse Flower	MTF 127
Koromodako	Kraken	MM 197
Ningyo	Merfolk	MM 218
Nomori	Behir	MM 25
Omukade	Remorhaz	MM 258
Onibi	Will-o'-wisp	MM 301
Samebito	Kuo-Toa	MM 199
Sogenbi	Flameskull	MM 134
Tennin	Deva	MM 16
Tsuchigumo	Giant Spider	MM 328
Tsukumogami	Mimic	MM 220
Yama uba	Bheur Hag	VGM 160
Yurei	Ghost	MM 147

*MM = *Monster Manual*
VGM = *Volo's Guide to Monsters*
MTF = *Mordenkainen's Tome of Foes*

Work is underway on a Yōkai Manual, containing statblocks for over 100 *yōkai*.

In the meantime, you can find excellent descriptions for the majority of the *yōkai* in the table below at yokai.com.

Art: Géraud Soulié (right) (© Timothy Ferdinand)

Filthlicker

A filthlicker (*akaname* in Draconic) may appear like a child at first sight. They are typically unkempt with long hair and tattered garb. Their defining characteristic is their long tongue which can extend the length of their entire body. They use this tongue to feed off putrid muck. A filthlicker will often ignore you unless you begin to start cleaning, at which point they will turn violent.

Filthlicker

Small humanoid, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 10 (4d6-4)
Speed 35 ft., 20 ft. swim, 20 ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	9 (-1)	6 (-2)	6 (-2)	5 (-3)

Skills Stealth +4
Condition Immunities poisoned
Senses darkvision 120 ft., Passive Perception 8
Languages Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the filthlicker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Lion-Dog

In significant sacred spaces, you will often find a pair of lion-dogs at the entrance. Their appearance will be that of stone; the one on the left bares their teeth and represents the *a* (the beginning), while the one on the right keeps their lips closed representing the *un* (the end).

When the sacred space is threatened, the lion-dogs will awake from their petrified slumber and fiercely defend the holy place and its inhabitants.

Lion-Dog

Large celestial, lawful good

Armor Class 15 (natural armor)
Hit Points 115 (10d10+60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	11 (+0)	16 (+3)	19 (+4)

Saving Throws CON +9, WIS +6, CHA +7
Skills Athletics +7, Intimidation +7, Perception +6
Damage Resistances non-magical slashing, piercing, and bludgeoning, radiant
Condition Immunities blinded, frightened, petrified
Senses truesight 20 ft., Passive Perception 16
Languages understands Draconic and Kami but cannot speak them
Challenge 7 (2,900 XP)

Immutable Form. The lion-dog is immune to any spell or effect that would alter its form.

Magic Weapons. The lion-dog's weapon attacks are magical.

Living Statue. The lion-dog does not need to eat, drink, breathe, or sleep, and does not age. While motionless, the lion-dog is indistinguishable from a statue.

Innate Spellcasting. The lion-dog's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *detect evil and good*, *sanctuary*, *thaumaturgy*

1/day: *hallow*, *remove curse*

Actions

Multiattack. The lion-dog makes two attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Art: Alejandro Pacheco (top-left) (Commissioned for *Kunio's Guide to Seigai*), Robson Michel (bottom-right) (edited)

Ō-Ryū

All *ō-ryū* dragons start out life in a larval form. These are the carp dragons. A famous folk story states that carp dragons ascend to adulthood once they can leap over the Heavenly Falls on the River Zaikara. (The truth is disappointingly more mundane; adulthood more of a gradual transformation. However, carp dragons are well aware of the tale. If you spot a carp dragon jumping up a waterfall, they are laughing at you behind your back.)

Once matured, the *ō-ryū* will have developed into one of five categories of *ō-ryū* each having an affinity to and origin born of the five elements: *chiryū* (Earth), *suiryū* (Water), *karyū* (Fire), *fūryū* (Air), and *kūryū* (Void). Each family of dragons has an elder dragon *kami* from whom they all descend; for instance, Chinushi-sama is the dragon *kami* for the *chiryū* family (Earth dragons), and the Emperor Suinushi-sama is the dragon *kami* for the *suiryū* family (Water dragons).

Unlike the chromatic and metallic dragons who inhabit other lands, the adult *ō-ryū* are nebulous creatures with no clear consistent morality: at one moment the wisest creatures one could ever meet; the next, incomparably cruel and vindictive. However, they are often quite reclusive. Most Seiganese people will never meet a dragon.

Carp Dragon

Medium dragon, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 50 (10d8)
Speed 0 ft., 60 ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	11 (0)	10 (0)	13 (+1)	17 (+3)

Saving Throws DEX +2, CON +2, WIS +3, CHA +5
Skills Perception +3, Stealth +2
Damage Resistances cold
Senses blindsight 10 ft., darkvision 60 ft., Passive Perception 13
Languages Draconic, Kami
Challenge 2 (450 XP)

Swimming Leap. With a 10-foot swimming start, the dragon can long jump out of or across the water up to 25 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) cold damage.

"CLEAR AS DAY I SAW IT. IT WAS A FAIRLY LONG FISH. GLISTENING SCALES. LEAPT CLEAN OUT THE WATER. I HEARD THE SPLASH WHEN IT LANDED OVER THE WATERFALL, AND I GOT COMPLETELY SOAKED."

(HEARD IN A TAVERN IN HONZAISHI)

Art: Reishi (bottom)

Earth Dragons

The Earth dragons, known as *chiryū*, are the weakest of all the *ō-ryū*—and yet, they hold all the political power in Seigai. Their progenitor is Chinushi-sama, the eight-forked serpent of Koshi, and this affords them special status due to their shared lineage with the *chinushi-zu daimyō*.

To identify an Earth dragon, look for its sandy scales and algae-green hair. You will know an Earth dragon has been in town recently if the streets need repaving.

Young Earth Dragon

Large dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 91 (13d10+13)
Speed 20 ft., 60 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	12 (+1)	10 (0)	15 (+2)	19 (+4)

Saving Throws STR +6, DEX +3, CON +4, CHA +7
Skills Intimidation +7, Perception +5, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 15
Languages Draconic, Kami
Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *mold earth, seijin of earth, wall of stone*

1/day: *investiture of stone*

Actions

Multiattack. The dragon makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Adult Earth Dragon

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 135 (15d12+30)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	10 (0)	17 (+3)	23 (+6)

Saving Throws STR +10, DEX +6, CON +7, CHA +11
Skills Deception +11, Intimidation +11, Perception +8, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 18
Languages Draconic, Kami
Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *mold earth, seijin of earth, wall of stone*

3/day: *investiture of stone, bones of the earth*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Tail. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Kōno Bairei (bottom)

Ancient Earth Dragon

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 238 (17d20+51)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	16 (+3)	10 (0)	19 (+4)	27 (+8)

Saving Throws STR +13, DEX +8, CON +9, CHA +14
Skills Deception +14, Intimidation +14, Perception +10, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 20
Languages Draconic, Kami
Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *mold earth, seijin of earth, wall of stone*

3/day: *investiture of stone, bones of the earth*

1/day: *earthquake*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +13 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 23). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Water Dragons

While Earth dragons may hold the most political power of the *ō-ryū*, they are not the most numerous. That title is held by the Water dragons, who inhabit the many lakes and wide open seas of Seigai.

The Emperor Suinushi-sama is the highest of all the *suiryū*, as they are known. While he held office for many centuries, no Water dragon is ever truly at home on dry land; reports say he is much happier in his exile in *Ryūgū-jō*.

Water dragons have scales of teal-green to aquamarine. Their form is more streamlined and their feet are webbed to aid in propulsion through the depths. Their diet usually consists of large sharks and squid.

Young Water Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 126 (14d10+42)
Speed 20 ft., 90 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	12 (+1)	15 (+2)	19 (+4)

Saving Throws STR +6, DEX +4, CON +7, CHA +8
Skills Perception +5, Persuasion +7, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 15
Languages Draconic, Kami
Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *shape water, seijin of ice, wall of ice, wall of water*

1/day: *investiture of ice*

Actions

Multiattack. The dragon makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack*: +6 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 3) bludgeoning damage.

Art: Kōno Bairei (bottom-left)

Adult Water Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 176 (16d12+64)
Speed 20 ft., 90 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	12 (+1)	17 (+3)	23 (+6)

Saving Throws STR +10, DEX +7, CON +9, CHA +11
Skills History +6, Perception +8, Persuasion +11, Stealth +7
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 18
Languages Draconic, Kami
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *shape water, seijin of ice, wall of ice, wall of water*

3/day: *control water, investiture of ice*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Tail. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Ancient Water Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 320 (20d20+100)
Speed 20 ft., 90 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	20 (+5)	12 (+1)	19 (+4)	27 (+8)

Saving Throws STR +14, DEX +10, CON +12, CHA +15
Skills History +8, Perception +11, Persuasion +15, Stealth +8
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 21
Languages Draconic, Kami
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *shape water, seijin of ice, wall of ice, wall of water*

3/day: *control water, investiture of ice*

1/day: *tsunami*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

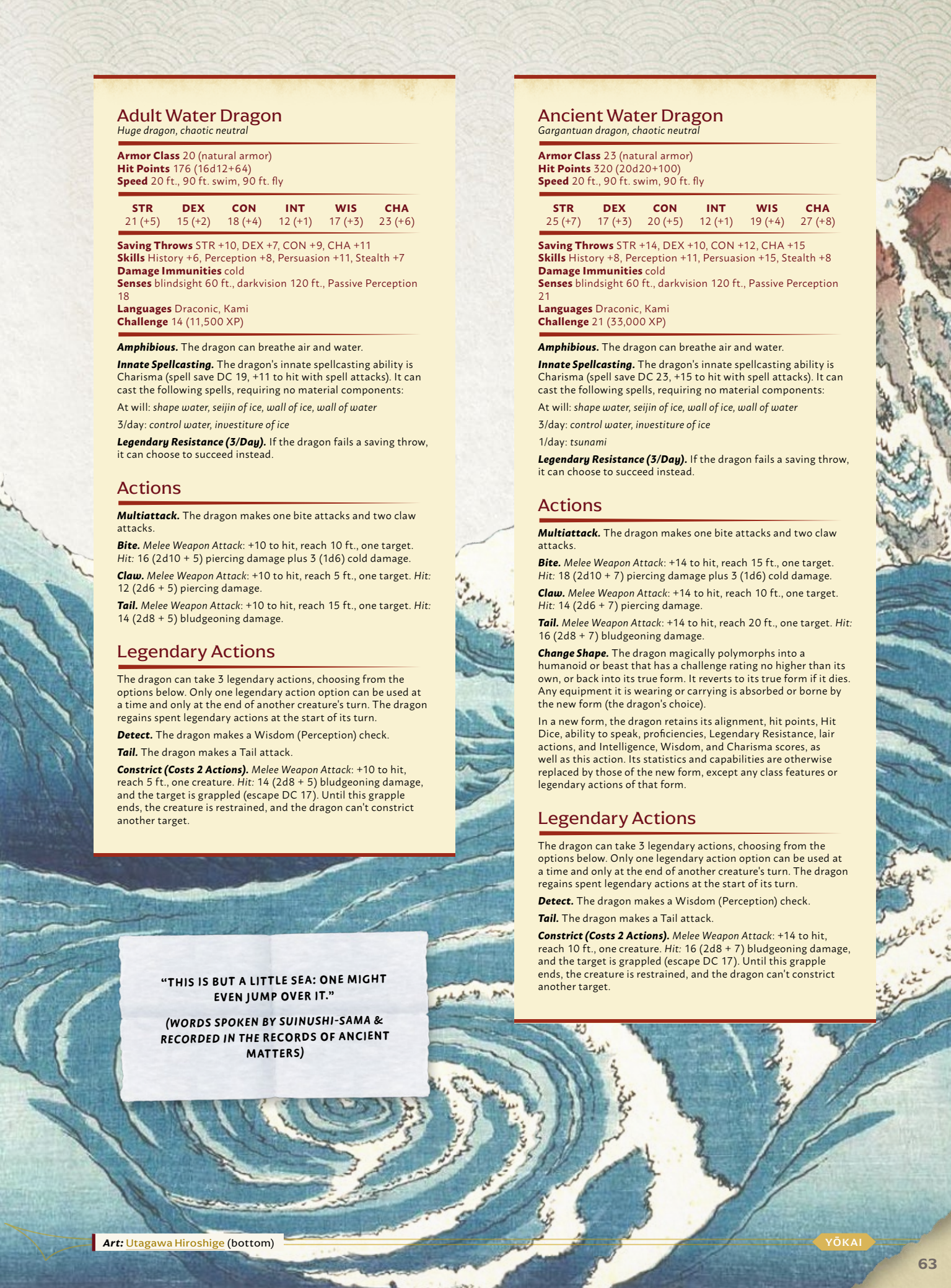
Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +14 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.



"THIS IS BUT A LITTLE SEA: ONE MIGHT EVEN JUMP OVER IT."

(WORDS SPOKEN BY SUINUSHI-SAMA & RECORDED IN THE RECORDS OF ANCIENT MATTERS)

Art: Utagawa Hiroshige (bottom)

Fire Dragons

The first Fire dragon was born of the *kami* Shōjō-sama, who did not survive the labor. The newborn was given the name Kanushi-sama, meaning the "Lord of Fire", and later slain in retribution.

Kanushi-sama's offspring are rarely seen, other than around volcanic eruptions, such as the centennial eruption of Mount Yamabi. When they do appear, *karyū* are often mistaken for the *ho-o* at a distance, so they are often treated interchangeably in folk tales.

Young Fire Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 120 (15d10+30)
Speed 20 ft., 60 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	10 (0)	17 (+3)	21 (+5)

Saving Throws STR +7, DEX +4, CON +5, CHA +9
Skills Arcana +3, Perception +6, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 16
Languages Draconic, Kami
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *control flames, seijin of flames, wall of fire*

1/day: *investiture of flame*

Actions

Multiattack. The dragon makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Tail. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Adult Fire Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 170 (17d12+51)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	16 (+3)	10 (0)	19 (+4)	25 (+7)

Saving Throws STR +11, DEX +7, CON +8, CHA +12
Skills Arcana +5, Intimidation +12, Perception +10, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 20
Languages Draconic, Kami
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *control flames, seijin of flames, wall of fire*

3/day: *immolation, investiture of flame*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Isoda Koryusai (bottom) (edited)

Ancient Fire Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 360 (24d20+96)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	18 (+4)	10 (0)	21 (+5)	29 (+9)

Saving Throws STR +15, DEX +10, CON +9, CHA +16
Skills Arcana +7, Intimidation +16, Perception +12, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 22
Languages Draconic, Kami
Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *control flames, seijin of flames, wall of fire*

3/day: *immolation, investiture of flame*

1/day: *incendiary cloud*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +15 to hit, reach 10 ft., one creature. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Kawanabe Kyōsai (background)

Air Dragons

While all *ō-ryū* can fly, none take to the sky quite as elegantly as the *fūryū*—the Air dragons. I once saw a young *fūryū* over the mountains near Shikashi; the creature twirled through the sky like a ribbon. From a distance I could still observe the white-lilac scales and flowing silver hair, and I was moved to tears.

Not long after, I was standing out in the cold rain, soaked to the skin. Air dragons are often found riding the winds of a storm front.

The ancestor of the Air dragons, Fūnushi-sama, was emerged from the blood of Kanushi-sama as it pooled in Shōdan-sama's clenched sword-hand. They are known as the "Lord of Rain and Snow", and is especially called upon by the Seiganese people during seasons of drought.

Young Air Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 128 (16d10+32)
Speed 20 ft., 60 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	10 (0)	19 (+4)	23 (+6)

Saving Throws STR +9, DEX +5, CON +6, CHA +10
Skills Acrobatics +5, Perception +8, Stealth +5
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 18
Languages Draconic, Kami
Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *gust, seijin of wind, wind wall*

1/day: *investiture of wind*

Actions

Multiattack. The dragon makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Tail. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) cold damage.

Adult Air Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 180 (18d12+54)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	16 (+3)	10 (0)	21 (+5)	27 (+8)

Saving Throws STR +12, DEX +7, CON +8, CHA +13
Skills Acrobatics +7, Perception +10, Persuasion +13, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 20
Languages Draconic, Kami
Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *gust, seijin of wind, wind wall*

3/day: *control winds, investiture of wind*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Legendary Actions

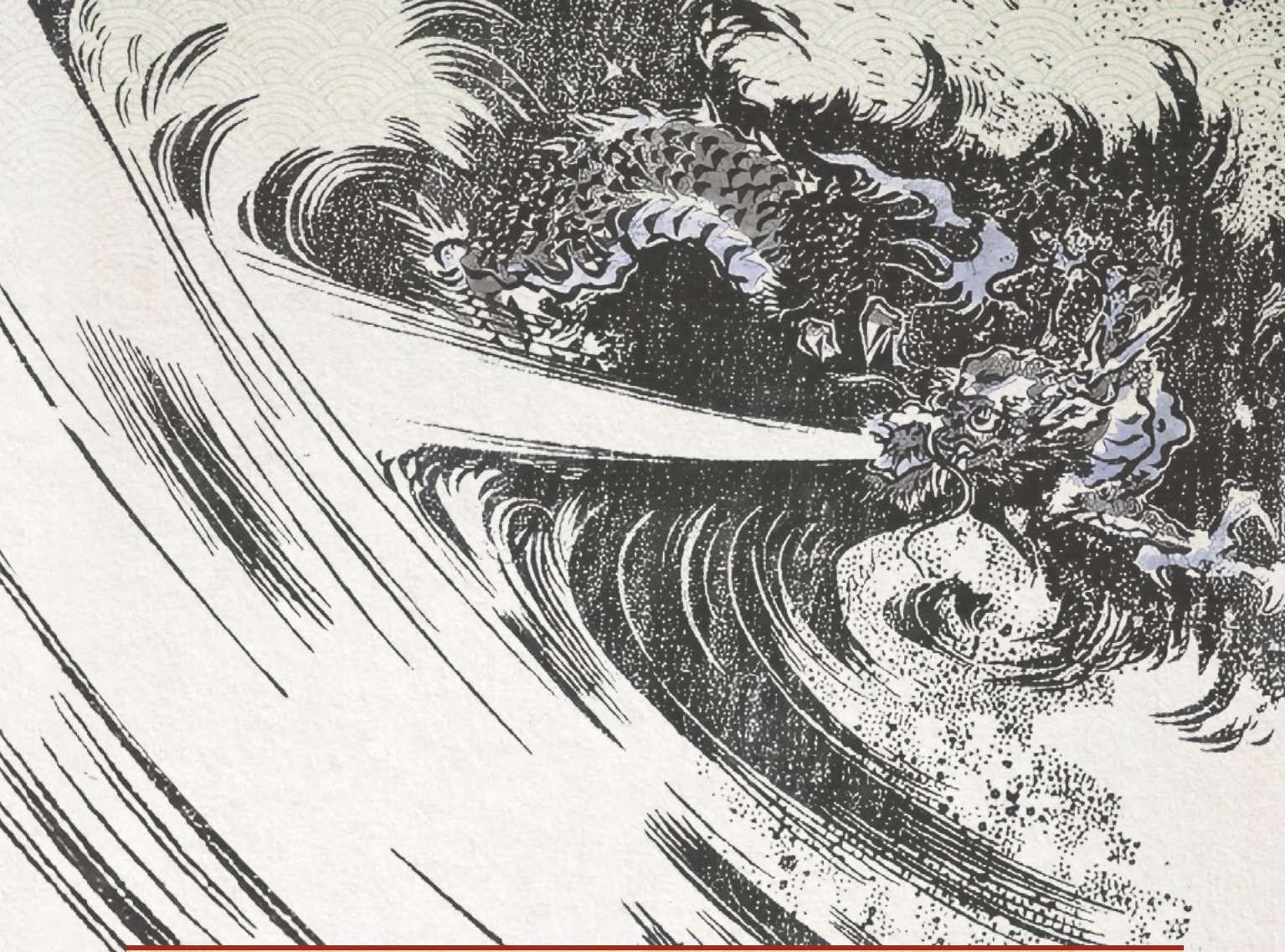
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +12 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Unknown (background) (edited)



Ancient Air Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 375 (25d20+100)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
29 (+9)	17 (+3)	18 (+4)	10 (0)	23 (+6)	30 (+10)

Saving Throws STR +16, DEX +10, CON +11, CHA +17
Skills Acrobatics +10, Perception +13, Persuasion +17, Stealth +10
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 23
Languages Draconic, Kami
Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *gust, seijin of wind, wind wall*

3/day: *control winds, investiture of wind*

1/day: *control weather*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 3 (1d6) acid damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +16 to hit, reach 10 ft., one creature. *Hit:* 18 (2d8 + 9) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Unknown (top) (edited)

Void Dragons

Of all the *ō-ryū*, the least is understood about the Void dragons, or *kūryū* in Seiganese. They are native to the land of the *kami*, rarely interacting with our world. Their presence seems to disrupt the weave, causing *sonon* to dissipate into silence.

Kūnushi-sama is one of the four celestial guardians of Seigai, visible in the night sky to the East. When the moon is in Kūnushi-sama's Heart Mansion, the Seiganese people hold a festival called Kūmatsuri in honor of their silent protector.

Young Void Dragon

Large dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 153 (17d10+51)
Speed 20 ft., 60 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	14 (+2)	20 (+5)	23 (+6)

Saving Throws STR +9, DEX +5, CON +7, CHA +10
Skills Intimidation +10, Perception +9, Stealth +5
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 19
Languages Draconic, Kami
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *thaumaturgy, seijin of aether, true strike*

1/day: *investiture of aether, wall of force*

Actions

Multiattack. The dragon makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Tail. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) cold damage.

Adult Void Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 190 (19d12+57)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	16 (+3)	14 (+2)	24 (+7)	27 (+8)

Saving Throws STR +13, DEX +8, CON +9, CHA +14
Skills Insight +13, Intimidation +14, Perception +13, Stealth +8
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 23
Languages Draconic, Kami
Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *thaumaturgy, seijin of aether, true strike, wall of force*

3/day: *investiture of aether*

1/day: crown of stars

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +13 to hit, reach 5 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Clare Hardy (top)

Ancient Void Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 420 (28d20+112)
Speed 20 ft., 60 ft. swim, 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
29 (+9)	17 (+3)	18 (+4)	14 (+2)	28 (+9)	30 (+10)

Saving Throws STR +16, DEX +10, CON +11, CHA +17
Skills Insight +16, Intimidation +17, Perception +16, Stealth +10
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 26
Languages Draconic, Kami
Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *thaumaturgy, seijin of aether, true strike, wall of force*

3/day: *crown of stars, investiture of aether*

1/day: *dark star*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one bite attacks and two claw attacks.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail. The dragon makes a Tail attack.

Constrict (Costs 2 Actions). *Melee Weapon Attack*: +16 to hit, reach 10 ft., one creature. *Hit:* 18 (2d8 + 9) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

Art: Clare Hardy (top)

Oni

The *oni* are the most feared of all the *yōkai*, and tales of their deeds make up the majority of the Seiganese ghost stories known as *kaidan*.

An *oni* is formed when an individual has wandered so far down the path of evil that all hope of redemption is lost. Their skin will begin to change color; horns will sprout from their head; they will grow supernaturally strong; and their obsession: causing others to suffer.

Never allow an *oni* to station itself North-East of you. This is the *kimon*, or "demon gate", where the *oni*'s powers are strongest. However, regardless of where, an *oni* encounter will usually spell your doom.

Amanojaku

Medium fiend (oni), chaotic evil

Armor Class 13 (natural armor)
Hit Points 60 (8d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	6 (-2)	17 (+3)

Saving Throws DEX +4
Skills Athletics +5, Intimidation +5
Damage Immunities fire
Senses darkvision 60 ft., Passive Perception 11
Languages Draconic, Oni, Telepathy 60 ft.
Challenge 3 (700 XP)

Moral Compass. Whenever a creature the Amanojaku can see voluntarily moves across an imaginary line that extends South-West from the Amanojaku, they must succeed on a DC 13 Charisma saving throw or be magically charmed for 1 day. While charmed, the Amanojaku has access to all the most selfish and evil desires of the target's heart. The charmed target obeys any of the Amanojaku's verbal or telepathic commands to act on their selfish instinct. If the target suffers any harm or receives a command to harm itself, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Amanojaku's Charm for the next 24 hours. The Amanojaku can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Telepathic Bond. The Amanojaku ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Actions

Multiattack. The Amanokaju makes two claw attacks.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Oni

Huge fiend (oni), chaotic evil

Armor Class 15 (natural armor)
Hit Points 138 (12d12+60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	8 (-1)	7 (-1)	14 (+2)

Saving Throws STR +9, CON +8
Skills Athletics +9, Intimidation +5, Perception +1
Damage Resistances non-magical slashing, piercing, and bludgeoning
Damage Immunities fire
Senses darkvision 60 ft., Passive Perception 11
Languages Draconic, Oni
Challenge 8 (3,900 XP)

Actions

Multiattack. The Oni makes two kanabō attacks.

Kanabō. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Reactions

Demon Gate. Whenever a creature the Oni can see voluntarily moves across an imaginary line that extends South-West from the Oni, the Oni can use its reaction to move up to 10 feet towards the creature and make an attack against the creature.

"YOUR SHRINE SHOULD ALWAYS BE PLACED AT THE NORTH-EAST CORNER OF THE HOME, ELSE YOU INVITE DESTRUCTION..."

(KAGUCHŌDO VOL. I)

Art: Kawanabe Kyōsai (bottom-right)

Daitengu

Medium humanoid (tengu), neutral

Armor Class 17
Hit Points 80 (10d8+20)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	14 (+2)	20 (+5)	13 (+1)

Saving Throws DEX +7, WIS +8
Skills Acrobatics +7, Athletics +6, Insight +8
Senses Passive Perception 13
Languages Draconic
Challenge 6 (2,300 XP)

Innate Spellcasting. The Daitengu's spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *message*, *produce flame*

3/day each: *disguise self*, *levitate* (self only), *misty step*, *suggestion*

1/day each: *control winds*

Actions

Multiattack. The Daitengu makes three naginata attacks.

Naginata. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

Reactions

Parry. The Daitengu adds 3 to its AC against one melee attack that would hit it. To do so, the Daitengu must see the attacker and be wielding a melee weapon.

Counter-Flank. When the Daitengu is hit by an attack that has advantage due to flanking, they can make one attack against the attacker with their naginata.

Kotengu

Medium humanoid (tengu), chaotic evil

Armor Class 15
Hit Points 10 (2d8)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	6 (-2)	6 (-2)	8 (-1)

Skills Stealth +4
Senses Passive Perception 8
Languages Draconic
Challenge 1/4 (50 XP)

Feathered Fool. Kotengu are overconfident creatures and easily tricked. The Kotengu has disadvantage on Insight (Wisdom) checks.

Winged Arms. While flying, the Kotengu is unable to make ranged weapon attacks unless directly above the target. The Kotengu can still grasp items with its feet and make melee weapon attacks.

Actions

Spear. *Melee* or *Ranged Weapon Attack*: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack*: +4 to hit, range 60/180 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Tantrum. When the Kotengu has its hit points reduced below maximum, it enters a tantrum, and uses its reaction to move up to 30 feet in the direction of the attacker and make an attack with its spear.

Tengu

Two varieties of *tengu* exist, and while they are often in league, they are certainly quite unlike each other.

The *kotengu* is perhaps similar to a bird who stands erect like a human. Their arms are covered in greasy feathers allowing them to fly, although devoid of a swallow's grace, as they must flap their arms vigorously to stay aloft. Their garb usually consists of clothes stolen from the bodies of their ambush victims, and they frighten passersby with their loud chattering squawks. They are, put simply, a violent nuisance, and responsible for the majority of missing travelers on Shōdanshima's roads.

Meanwhile, *daitengu* are everything in countenance that a *kotengu* is not. The *daitengu* resembles a tall human with a long phallic nose and red skin. They too are capable of short flight, using the marbled wings that sprout from their backs. *Daitengu* are capable *sonon* users and skilled with the blade, which is expertise they may share—if you can prove yourself worthy. To find a *daitengu*, look to the mountains, so it is said.

Art: Devon Cady-Lee (top-left)

Art: Rio Sabda (full page)

Appendices

Appendix A: Shapechanger Subrace Template

Although the five *bakemono* listed in this guide are the most well-known shapechanger *yōkai*, it is reasonable to assume that other creatures may become shapechangers after living a long life. One would imagine those shapechangers would assuming the following attributes:

Racial Traits

Ability Score Increase. An ability score of your choice increases by 1.

Bakemono Magic. You know a cantrip of your choice. When you reach 3rd level, you can choose a 1st-level spell and be able to cast it once at 2nd-level with this trait, regaining the ability to do so when you finish a long rest. When you reach 5th level, you can choose a 2nd-level spell and be able to cast it once with this trait, regaining the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Beast Proficiency. You are considered proficient in one skill of your choice.

The ability to choose your ability score increases and innate spells is powerful and can easily make the game unbalanced. It is best to consult with your GM to ensure your shapechanger subrace is fair.

Appendix B: Beasts in Seigai

Travel along the Wanion Road in Shōdanshima and you are likely to come across a large variety of beasts. Below I present an incomplete list of the beasts that can be found in Seigai.

Beast	Book*
Badger	MM 318
Bat	MM 318
Black Bear	MM 318
Blood Hawk	MM 319
Boar	MM 319
Brown Bear	MM 319
Cat	MM 320
Cave Bear	MM 334
Cow	VGM 207
Crab	MM 320
Deer	MM 321
Dire Wolf	MM 321
Dolphin	VGM 208
Eagle	MM 322
Frog	MM 322
Giant Badger	MM 323
Giant Bat	MM 323
Giant Boar	MM 323
Giant Centipede	MM 323
Giant Crab	MM 324
Giant Eagle	MM 324
Giant Fire Beetle	MM 325
Giant Frog	MM 325
Giant Goat	MM 326
Giant Lizard	MM 326
Giant Octopus	MM 326
Giant Owl	MM 327
Giant Poisonous Snake	MM 327
Giant Rat	MM 327

Art: Utagawa Kuniyoshi (top-right)

Beast	Book*
Giant Sea Horse	MM 328
Giant Shark	MM 328
Giant Spider	MM 328
Giant Toad	MM 329
Giant Wasp	MM 329
Giant Weasel	MM 329
Giant Wolf Spider	MM 330
Goat	MM 330
Hawk	MM 330
Hunter Shark	MM 330
Lizard	MM 332
Mastiff	MM 332
Mule	MM 333
Octopus	MM 333
Owl	MM 333
Ox	VGM 207
Poisonous Snake	MM 334
Pony	MM 335

Beast	Book*
Rat	MM 335
Raven	MM 335
Reef Shark	MM 336
Riding Horse	MM 336
Sea Horse	MM 337
Spider	MM 337
Stirge	MM 284
Swarm of Bats	MM 337
Swarm of Insects	MM 338
Swarm of Poisonous Snakes	MM 338
Swarm of Rats	MM 339
Swarm of Ravens	MM 339
Swarm of Rot Grubs	VGM 208
Tiger	MM 339
Warhorse	MM 340
Weasel	MM 340
Wolf	MM 341

*MM = *Monster Manual*, VGM = *Volo's Guide to Monsters*, MTF = *Mordenkainen's Tome of Foes*

Art: Gehan Mounir (top)

Shapechanger Beast Forms

These are the characteristics of some of the woodland creatures I observed in Seigai.

Official statistics for the badger and cat have already been published by *Wizards Of The Coast* and are presented below. The only difference here is the addition of darkvision on the badger. Otherwise, they are unchanged.

Badger

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4+1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Cat

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Fox

Tiny beast, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (0)	4 (-3)	12 (+1)	7 (-2)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP)

Keen Sight and Smell. The fox has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Otter

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+1)	10 (+0)	4 (-3)	14 (+2)	7 (-2)

Skills Survival +4
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 0 (10 XP)

Keen Sight. The otter has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tanuki

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4+1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	12 (+1)	4 (-3)	14 (+2)	7 (-2)

Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 0 (10 XP)

Keen Smell. The tanuki has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Appendix C: Spells

Investiture of Aether

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Druid, Sorcerer, Warlock, Wizard

The air around you stills as you command complete control of the aether. Until the spell ends, you gain the following benefits:

- You are immune to thunder damage and have resistance to force damage.
- You create an aura of silence centered on you with a radius of 20 feet. While inside the radius, all creatures other than yourself are unable to cast spells with a vibration component, and they are deafened until they leave the aura.
- You can use your action to unleash a wave of *sonon* energy. Each creature of your choice within your aura of silence must make a Constitution saving throw. A creature takes 3d6 thunder damage on a failed save, or half as much damage on a successful one.

Seijin of Aether

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

The air around you stills as you command complete control of the aether. Until the spell ends, you gain the following benefits:

- You are resistant to thunder damage.
- Until the spell ends, any attack you make deals 2d6 extra thunder damage when you hit a creature within 10 feet of you.

Seijin of Flame

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

Flames race across your body, shedding bright light in a 15-foot radius and dim light for an additional 15 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are resistant to fire damage.
- Until the spell ends, any attack you make deals 2d6 extra fire damage when you hit a creature within 10 feet of you.

Seijin of Ice

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are resistant to cold damage.
- Until the spell ends, any attack you make deals 2d6 extra cold damage when you hit a creature within 10 feet of you.

Seijin of Stone

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You can use your action to create a small earthquake on the ground in a 5-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- Until the spell ends, any attack you make deals 2d6 extra bludgeoning damage when you hit a creature within 10 feet of you.

Seijin of Wind

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warlock, Wizard

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- Until the spell ends, any attack you make deals 2d6 extra slashing damage when you hit a creature within 10 feet of you.

Appendix D: Draconic Names

Male Names

Name	Meaning
Akifumi	Bright, Writings, History
Akihiko	Bright, Brilliant, Boy
Akihiro	Bright, Autumn, Boy
Akihito	Bright, Brilliant, Clear
Akimitsu	Glitter, Clear, Shine
Akinobu	Bright, Clear, Autumn
Akinori	Bright, Glitter, Clear
Akio	Bright, Clear, Husband, Man
Akito	Bright Person
Akiyoshi	Bright, Clear, Justice
Arata	Fresh, New
Asahi	Morning, Sunlight
Atsuo	Kindness, Affection, Pure
Atsushi	Kind, Affectionate, Gentleman
Ayaki	An Uncommon Figure
Botan	Peony
Bunta	Sentence, Writing, Design
Chikafusa	Near, Close
Chikao	Clever, Wise
Daichi	Large, Great; Land, Earth; Wisdom, Intellect
Daijiro	Great Second Son
Daiki	Big, Shining
Daishiro	Great Fourth-born Son
Daisuke	Large, Great
Daitaro	Great First Born Son
Denji	Bequest From Ancestors
Eiichi	Prosper, One, Sharp
Eiji	Excellent, To Succeed, Heal, Peace
Eito	Excellence, Person, Flourish
Etsuo	Rejoice, Man, Birth
Fumihiko	Writings, History
Fumihiro	Writings, History, Extensive
Fumitaka	Writings, Prosper, Obedient
Fumito	Writings, Person, History
Fumiya	Writings, History, Relax
Fusao	Cluster, Room, Male, Life
Genji	Source, Heal, Peace
Genkei	To Be Honored
Giichi	Ceremony, One, Justice
Ginjiro	Good Silver
Gorō	Fifth Son
Habiki	Echo, Sound
Hachirō	Eighth Son
Hajime	First, One, Beginning
Haru	Born In The Spring
Haruki	Spring, Tree, Clear
Haruto	Sun, Sunlight, Distant, Soar, Fly
Hayate	Smooth
Hayato	Fast, Person, Bravery, Speed
Hibine	Sound, Ring, Echo

Name	Meaning
Hideaki	Bright, Excellent, Beauty
Hideharu	Excellence, Heal, Peace
Hidehisa	Excellence, Beauty, Longevity
Hidekazu	Excellence, Beauty, Peace, Harmony
Hideki	Excellence, Tree, Precious
Hidenori	Excellence, Writings, Virtue
Hideo	Excellence, Man, Beauty
Hidetaka	Excellence, Beauty, Prosper
Hideyoshi	Excellence, Esteem, Good Luck
Hideyuki	Excellence, Beauty, Happiness
Hiraku	Expand, Open, Pioneer
Hiro	Wide, Broad, Help
Hiroaki	Broad, Light, Abundant
Hirokazu	Extensive, First, Peace, Harmony
Hiromichi	Wide, Street, Spacious
Hiromitsu	Widen, Light, Ocean, Fullness
Hironobu	Extensive, Believe, Spacious, Announce
Hironori	Wide, Writings, Goodness, Beginnings
Hiroshi	Extensive, Broad, History, Ambition
Hiroto	Large, Great, Command, Esteem, Soar, Fly
Hiroyoshi	Large Honor
Hiroyuki	Extensive, Good Fortune, Spacious
Hisashi	Always, Ambition, Intension
Homare	Honor, Glory, Renown
Hosei	Auspicious Bird
Hotaka	Grain, Tall
Hotaru	Firefly
Ichirō	First Son
Ikuo	Cultureal Flourishing, Man, Conquest
Ikuya	Cultural Flourishing, Raise (child)
Isamu	Courage, Bravery, Achievement
Itachi	Weasel
Itsuki	Tree
Itsuo	Fifth Born Son
Iwao	Rock, Rugged, Life
Jirō	Second Son
Joji	Second Son
Junpei	Pure, Genuine
Jurō	Tenth Son
Kaemon	Joyful
Kaito	Sea, Ocean; Soar, Fly
Kamin	Joyful
Kaname	Main Point
Kanji	Generosity, Second, Samurai
Katashi	Firm, Hard
Katsumi	Patience, Beautiful, Sea

These modern Japanese names were extracted from Baby Names on October 7th, 2020. Due to the sheer number, I haven't been able to confirm the accuracy of every meaning, so apologies for any errors.

Name	Meaning
Katsunori	Patience, Writings, Law
Katsuo	Victory, Hero, Manly
Katsurō	Victory, Son
Kazō	One, Harmony, Husband, Man
Kazuaki	Peace, Harmony, Bright
Kazuhito	Peace, Harmony
Kazuki	Peaceful Tree
Kazuma	Peace, Harmony
Kazuo	Husband Of Harmony
Kazushige	First, Growth, Harmony
Kazutaka	Peace, Harmony, Calm, Precious, Valuable
Kazuya	Peace, Harmony, Calm
Kazuyuki	Peace, Harmony, Calm
Keiji	Respect, Second, Blessed, Joy
Keisuke	Save
Keitaro	Blessed
Keizo	Respect, Third, Rejoice
Ken'ichi	Healthy, Strong, Sturdy, One
Kenchirō	Good Luck, Son
Kenji	Wise, Peace, Healing
Kenshin	Modest, Truth
Kenta	Healthy, Strong, Thick, Big
Kenzo	Wise One
Kiyohiko	Clear, Pure
Kiyoto	Clear, Precious
Ko	Cultivate, Plow, Till
Kohei	Navigation
Koichi	Braoden, Dutiful, First
Koji	Cultivate, Heal, Peace
Kota	Happiness, Good Fortune
Kotaro	Shine, Cultivate, Thick
Kōki	Light, Happiness, Hope, Radience, Sunshine
Kōta	Peace, Thick, Big
Kunihide	Nation, Excellent, Beauty
Kunihiro	Country, Spacious, Abundant
Kuniyuki	Nation, Good Fortune, Happiness
Kurō	Ninth Son
Kyosuke	Respectful
Makoto	Sincere, Honest
Mamoru	To Guard, Protect
Manabu	To Study, Learn
Masaaki	Brilliant Light, Prosper, Clear
Masafumi	Writings, Prosper, Elegant, History
Masahide	Prosper, Excellence, Beauty

Name	Meaning
Masahiro	Wide, General, Ocean
Masakatsu	Prosper, Win, Rule, Patient
Masakazu	Prosper, Peace, Harmony
Masaki	Elegant, Beginning, Shine
Masanobu	Prosper, Elegant, Trust
Masaru	Victory, Gentleness, Intelligent
Masashi	Commander, Ambition
Masato	Proper, Person, Win
Masayuki	Elegant, Proper, Good Future
Matsu	Pine
Michiaki	Path, Road, Lane
Michinori	Street, Road, Law, Virtue
Michio	Man On A Journey
Mikio	Tree Trunk, Husband, Happiness
Minoru	Truth, Fruit
Minowa	Of Unknown Meaning
Mitsuhiro	Shine, Light, Ocean, Abundance
Mitsunobu	Shine, Light, Trust, Believe
Mitsuo	Shine, Light, Third
Mitsuru	Fullness
Mizu	Water
Muga	Nothingness, None
Nagisa	A Calm Beach
Naoki	Honest, Straight
Naoya	Mend, Reform, Improve
Naruto	Maelstrom
Noboru	Rise, Ascend
Nobu	Prolong, Stretch
Nobuhide	Faithfulness, Trust
Noburu	Expand
Nobuyuki	Truth, Happiness
Noriaki	Law, Bright Light
Norio	Beginning, Law/Rule, Goodness
Noriyuki	Beginning, Good Fortune, Happiness
Oda	Great Field
Osamu	Discipline, Study
Raiden	God Spirit
Reiji	Proper, Govern, Child
Riichi	Benefit, Truth, First
Riki	Power, Strength
Riku	Land, Continent
Rikuto	Land
Ringo	Apple
Rokuro	Sixth Son
Rokurō	Sixth Son
Ryohei	Splendid, Peaceful
Ryoichi	Good, Clear, One
Ryoji	Splendid, Heal, Peace
Ryosuke	Clear, Evident
Ryota	Splendid, Clear, Thick
Ryoto	Dragon, Person
Ryuhei	Noble, Prosper, Peaceful, Flat
Ryū	Dragon

Name	Meaning
Ryūnosuke	Dragon, Noble, Prosperous, Forerunner, Herald
Saburō	Third Son
Sachio	Good Fortune, Happiness
Samuru	His Name Is God
Sasuke	Help Assistance
Satoru	Enlighten, Dawn
Satoshi	Intelligent History
Seiichi	Sincere, First
Seiji	Correct, Heal, Peace
Shichirō	Seventh Son
Shigeo	Heavy, Serious, Husband, Life
Shigeru	Luxury, Growth, Frequent
Shigeto	Luxury, Growth
Shikamaru	As A Deer
Shinichi	Truth, First
Shinjiro	True, Pure
Shino	Stem Of Bamboo
Shinsaku	Go Forward
Shinta	Lengthen, Cultivate, Develop
Shiro	Samurai, Gentleman
Shirō	Fourth Son
Sho	Commander, General
Shogo	Prosper, Enlightened
Shohei	Furthermore, Respect
Shoji	Proper, Heal, Peace, Happiness
Shota	Prosper, Big, Thick, Commander
Shō	Soar, Fly
Shōta	Soaring, Big
Shoya	Fly High
Shu	Lap, Circuit
Shunpei	Moment, Instantly Smooth
Shusuke	Study, Beauty, Excellence
Shuya	Marriage, Congratulate, Increasingly Pervade
Soji	Worship, Adore
Sota	Smoothly; Thick/Big
Sōma	Smoothly; True
Sōta	Suddenly, Smoothly
Suguru	Excellent
Suoh	Dragon
Susumu	Advance, Proceed
Tadaaki	Loyal, Bright, Light
Tadahiro	Faithful, Ocean, Broad
Tadanori	Faithful, Law, Beginning
Tadashi	Faithful, Proper, History
Taichi	Thick, Big, One
Taijo	Large Tree
Taiki	Large, Great, Radience, Shine
Takahiro	Valuable, Noble, Filial Piety.
Takashi	Dutiful, Prosper, Ambition
Takashia	Noble, Dignified, Honor
Takato	Exalted, Precious Measure Of Exltation
Takayoshi	High, Noble, Justice
Takehiko	Military, Bamboo, Boy, Prince

Name	Meaning
Takeshi	Military, Warrior
Takuma	Expand, Open, Pioneer, Real, True
Takumi	Artisan, Skilled
Takuya	To Increasingly Cultivate
Tamaki	Jewel, Gem
Tarō	Thick, Big, Son
Tatsuhiro	Dragon, Immense Power
Tatsuya	Dragon, Good Health
Teruyoshi	Shine, Brilliant, Justice
Tetsua	Philosophy, To Be
Tetsuo	Philosophy, Man
Tetsuya	Philosphy, Intelligence
Tomofumi	Wisdom, Writings
Tomohiro	Wisdom, Wide, Ocean
Tomoya	Friend Of
Toru	Offer, Accept
Toshiharu	Benefit, Heal, Peace
Toshihiro	Wise, Clever
Toshio	Year Boy
Toshiyuki	Agility, Excellence, Happiness
Tsutomu	Sudy, Duty, Diligent
Tsuyoshi	Powerful, Strong
Washi	Eagle
Wataru	Navigate, Cross Over
Yama	Mountain
Yasunari	To Become Peaceful
Yasuo	Peaceful One
Yasushi	Quiet, Calm, Peace
Yoite	Evening Rain
Yoshiaki	Justice, Bright, Light
Yoshihiro	Justice, Extensive, Good Luck
Yoshikazu	Fine, Peace, Harmony
Yoshiki	Honor, Glory
Yoshirō	Righteous Son
Yoshiteru	Rich Abundant Crystal Ball
Yosuke	Meditation, Help, Rescue
Yudai	Brave, Manly
Yuichi	Kind One
Yuji	Abundant, Second, Healing, Peace
Yukia	Kindly, Gentle Tree
Yusei	Save, Help
Yuta	One With Many Friends
Yūki	Gentle Hope
Yūma	Leisurely; True
Yūta	Excellent, Big
Yūto	Leisurely; Fly
Yuya	Carefree, Perpetual, Gentle
Yuzuru	Hand Over, Convey, Modesty
Zenjiro	Just Second-born Son
Zenshiro	Just Fourth-born Son
Zentaro	Just First-born Son

Female Names

Name	Meaning
Ai	Love, Indigo Blue
Aiko	Little Loved One
Aimi	Beautiful Love
Aina	Love, affection; Vegetables, Greens
Airi	Love Affection With Jasmine, Pearl
Akane	Deep Red
Akari	Lights
Akemi	Bright, Beautiful
Aki	Sparkle, Bright, Autumn
Akiko	Sparkle, Bright, Autumn
Akiye	Autumn, Bright
Amarante	Flower That Never Fades
Aneko	Older Sister
Anzu	Apricot
Aoko	Blue Child
Arine	Sounds Of Countryside
Arisa	There Is Sand
Asaka	Unknown Meaning
Asako	Morning, Child
Asami	Hemp + Yet/Future
Asayo	Morning, Lifetime
Asuka	Tomorrow; Smell, Perfume
Asuna	Tomorrow/Apple Tree
Atsuko	Kindness, Child
Ayaka	Color, Flower, Petal
Ayako	Color, Design
Ayame	Iris
Ayami	Beautiful Color
Ayane	Color And Design; Sound
Ayano	Color, Design
Ayuka	Sweetfish
Ayume	Color Love
Ayumi	A Sweet Fish
Ayumu	Walk, Dream, Vision
Azusa	Catalpa Tree
Chiaki	Gathered Wisdom
Chiharu	A Thousand (haru) + Clear Weather
Chiho	The Beauty Of A Field Of Rice
Chika	Scatter, Flower
Chikako	Friendly, Parent
Chinatsu	Thousand; Summer
Chisato	A Thousand (sato) + Hometown
Chisuzu	The Beauty Of A Thousand Bells
Chitose	A Thousand (tose) + Year
Chiye	Knowledge, Blessed
Chiyeko	A Thousand, Blessed
Chiyemi	A Thousand, Blessed
Chiyo	Thousand Generations, World
Chiyoko	Thousand Generations
Chiyoye	Thousand Generations
Chizu	A Thousand, Crane Bird

Name	Meaning
Chizue	Thousand Storks (Long Life)
Chizuko	A Thousand, Crane Bird
Chō	Bultterfly
Chōko	Butterfly Child
Ei	Flourishing, Prosperous
Eiko	Flourishing, Prosperous
Emi	Blessed, Favour, Beautiful
Emiko	Smiling Child
Eri	Drawing
Eriko	Blessed, Truth, Child
Etsu	Rejoice
Etsuko	Joy, Child
Fuji	Wisteria
Fujiko	Wisteria, Child
Fujiye	Wisteria Branch
Fukiko	Wealth, Noble, Child
Fukuko	Good Fortune, Child
Fumi	Letter Writing
Fumiko	Beautiful, Child
Fumiye	Blessed, Writings
Fumiyo	Writings, Generation
Fusa	Cluster, Room
Fusako	Tassel, Cluster, Child
Fusayo	Tassel, Cluster, Generation
Fuyuko	Winter, Child
Gen	Spring
Gin	Silver
Hamako	Seashore, Child
Hamano	Seashore, You
Hana	Bud, Blossom
Hanae	Blossom
Hanako	Flower, Child
Hanaye	Flower, Cove
Hanayo	Flower, Generation
Haranu	Clear Up, Far Off, Distant, Spring, Vegetables, Greens
Haruhi	Spring Day
Haruka	Faraway, Distant
Haruko	Spring Child
Harumi	Clear Weather
Haruna	Spring Flower
Haruye	Spring, Blessed
Haruyo	Spring, Generation
Hatsu	First Born Daughter, Beginning
Hatsuko	First Born Daughter, Beginning
Hatsumi	Beginning, Fruit, Truth
Hatsuye	Beginning, Blessed
Hide	Excellent
Hideko	Excellence, Beauty, Child
Hidemi	Excellence, Beauty
Hideyo	Excellence, Generation
Hikari	Light
Himawari	Sunflower
Himeko	Princess, Child
Hinako	Sun, Child

Name	Meaning
Hiroko	Magnanimous, Generous Child
Hisako	Longevity, Comparison, Child
Hisano	Open Plain
Hisaye	Longevity, Blessed
Hisayo	Longevity, Generation
Hitomi	Pupil Of The Eye
Hokona	Harmony, Flower
Honoka	Spike, Ear, Head
Hoshi	Star
Hoshiko	Star
Ichiko	First, Child
Ikuko	Birth, Life, Child
Ikuye	Flourishing, Prosperous, Branch
Ikuyo	Grow Generation
Inari	Successful One
Ine	Rice Plant, Sound
Isako	Sand, Child
Isano	To Help You
Isaye	Help, Branch
Ishiko	Little Stone
Isoko	Beach, Shore, Child
Isono	Beach, Shore, Child
Itsuko	Five, Fifth, Child
Izumi	Fountain, Spring
Junko	Obedient, Genuine, Pure
Kaede	Maple Leaf
Kagami	Mirror
Kaida	Little Dragon
Kaiya	Forgiveness
Kaiyo	Forgiveness
Kameko	Turtle
Kamiko	Little Goddess
Kanon	Flower, Sound
Kaori	Fragrant
Kasumi	Mist
Kata	Worthy
Katsuki	Victorious, Season, Fragrance, Moon
Katsuko	Victorious, Child
Katsuye	Victorious, Blessed
Kayo	Good, Beautiful, Generation
Kayoko	Addition, Generation, Child, Fragrance
Kazane	Sound Of Wind
Kazu	Harmony, Peace
Kazuko	One, Harmony, Child
Kazuno	Harmony, Peace, You
Kazuye	Harmony, Peace, Blessed
Keiko	Blessed, Child
Kie	Uncommon Blessing
Kiku	Chrysanthemum
Kikuko	Chysanthemum, Child
Kikuye	Chysanthemum, Branch, Cove
Kikuyo	Chrysanthemum, Generation
Kimi	Deligh, Joy, Beautiful
Kimiko	Beginning, Beautiful, Child

Name	Meaning
Kimiye	Joy, Beautiful, Blessed
Kimiyo	Beginning, Generation, Beautiful
Kinu	Silk
Kinuye	Silk, Blessed
Kioko	Meets World With Happiness
Kita	North
Kiyo	Clean, Clear
Kiyoko	Pure, Clean, Child
Kiyomi	Clear, Clean, Beautiful
Kiyono	Clean, Clear, You
Kiyoye	Clean, Clear, Blessed
Kohana	Little Flower
Koharu	Small/Heart; Spring/Summer
Koko	Stork
Kokuro	Heart, Spirit
Koma	Spinning Top Toy
Koto	Harp, Japanese Stringed Instrument
Kotone	Harp, Flute, Sound
Kotono	To Be Like The Koto Instrument
Kotoyo	Harp, Lifetime
Kōme	Small Plum
Kozakura	Little Cherry Tree
Kozuye	Treetop, Twig
Kuma	Bear
Kumiko	Long Time, Beautiful
Kuniko	Child From The Country
Kuniye	Country, Nation, Branch
Kura	Treasure House
Kuri	Chestnut
Kyoko	Respectful, Child
Machiko	Town, Child, Knowledge, Wisdom
Maeko	Truthful Child
Maho	Truth
Mai	Dance, Linen Robe
Maki	Truth Tree
Makiko	Beginning, Truth, Child
Makimi	Genuine Beauty
Mami	Real, True, Flax, Beautiful
Manae	Young Plant
Manami	Love, Affection, Beautiful, Sea, Ocean
Mao	True Center
Mariko	Real, True, Village
Masako	Truth, Elegant, Prosper, Child
Masami	Become Beautiful
Masaye	Prosper, Right, Blessed
Masayo	Elegant, Generation, Lifetime
Masumi	Beauty, True Purity
Masuyo	Benefit, World
Matsuko	Pine Tree, Child
Matsuyo	Pine Tree, Generation, Lifetime
Mayu	True, Full, Gentlessness, Superiority, Evening
Mayumi	Truth, Reason, Beautiful

Name	Meaning
Megumi	Blessed, Beautiful
Michiko	Beautiful, Wisdom, Child
Michiye	Beatuiful, Knowledge, Sense
Michiyo	Companion, Road, Beautiful, Generation
Midori	Green
Mieko	Already Prosperous
Miho	Beautiful, Keep, Hold
Mihoko	Beautiful, Keep, Hold, Child
Mikako	Beautiful, Scent, Child
Mikayo	Beautiful, Scent, Generation
Miki	Beautiful, Chronicle
Mikiko	Beginning, Beautiful, Child
Mikino	Beautiful, Beginning, Tree Trunk
Miku	Beautiful, Sky, Long Time
Minako	Beautiful
Mine	Summit, Peak, Third Daughter
Mineko	Beautiful, Root, Child
Mineyo	Summit, Peak, Generation
Mirai	Future
Misa	Beautiful Bloom, Help
Misaki	Beautiful Bloom
Misako	Chastity, Fidelity, Child
Misaye	Beautiful, Help, Branch
Misayo	Beautiful, Help, Generation
Mitsuko	Shine, LIght, Child, Full
Mitsuye	Shine, Light, Beautiful, Harbor
Mitsuyo	Shine, Light, Generation
Miu	Beautiful Feather
Miwa	Beautiful Harmony
Miya	Beautiful, Relax
Miyako	Beautiful, City, Child
Miyeko	Beautiful, Blessed, Child
Miyo	Beautiful Child
Miyoko	Beautiful, Generation, Child
Miyu	Beauty, Gentleness & Superiority
Miyuki	Beautiful, Fortune, Happiness
Mizuki	Beautiful Moon
Momo	Peach
Momoka	Hundred, Peach Tree, Flower, Smell, Perfume
Momoko	Hundred, Peach Tree, Flower, Child
Momoye	Peach, One Hundred, Blessed
Momoyo	Peach, Generation, Lifetime
Moriko	Forest
Moto	Mind, Spirit, Soul
Motoko	Beginning, Child, Foundation
Motoye	Origin, Foundation
Motoyo	Origin, Generation, Lifetime
Mura	Village
Mutsuko	Intimate, Close, Child
Name	Wave
Nami	Beautiful, Red Apple, Wave
Namiko	Wave, Child

Name	Meaning
Nanako	Red Apple, Child
Nanami	Seven Seas
Nao	Possesive Particle, Love, Affection
Naoko	Honest, Pure, Child
Nara	Place Name
Nariko	Thunder
Natsuki	Vegetables, Greens, Moon
Natsuko	Summer, Child
Natsumi	Summer, Beautiful
Natsuye	Summer, Harbor, Branch
Nobuko	Faith, Child
Nobuye	Faith, Blessed
Noriko	Law, Rule, Code, Ceremony
Nozomi	Hope
Ohara	Large Plain
Oki	Ocean Centered
Ran	Orchid
Rei	Bell, Lovely
Reika	Fresh Flower
Reiko	Beautiful, Wise, Child
Rika	Village, Fragrance
Riko	Jasmine, Truth
Rina	Jasmine, Village, Vegetables, Greens
Ritsuko	Pear, Child
Riye	Truth, Blessed, Village
Riyeko	Truth, Blessed, Child
Rumi	Perch, Beautiful, Lapis Lazuli
Ruri	Lapis Lazuli, Village
Ryoko	Good, Cool, Child
Sachi	Girl Child Of Bliss
Sachiko	Happiness, Wisdom, Child
Sachiye	Happiness, Blessed
Sachiyo	Happiness, Knowledge, Generation
Sada	Pure One
Sadako	Decide, Proper, Child
Sadayo	Decide, Proper, Lifetime
Sakaye	Prosper, Flourish
Saki	Blossom, Hope
Sakiko	Bloom, Joy, Child
Sakura	Cherry Blossom
Sakurako	Cherry Blossom
Sanaye	Quick, Seedling, Rice Sprout
Sato	Village, Wise
Satoko	Village, Wise, Child
Satomi	Village, Wise, Beautiful
Satoyo	Village, Hometown, Generation
Satsuki	Five, Fifth, Moon, Month
Saya	Sand
Sayaka	Color
Sayeko	Small, Blessed, Child
Sayoko	Small, Child, Generation
Sayuri	Small, Lily
Setsuko	Occasion, Period, Melody
Shigeko	Luxury, Grown, Child

Name	Meaning
Shigemi	Luxury, Growth, Beautiful
Shinju	Pearl
Shiori	Bookmark
Shizu	Quiet, Intention
Shizuka	Quiet, Summer, Smell, Perfume
Shizuye	Quiet, Blessed
Shoko	Bright, Clear, Happiness
Sonoko	Garden, Child
Sonomi	Garden Of Hope
Sugako	Longevity, Beautiful
Suki	Beloved
Sumiko	Clear
Sumiye	Pure, Longevity, Beautiful, Blessed
Sushi	Raw Fish
Suzu	Bell
Suzuki	Bell Tree
Suzume	Sparrow
Takako	Dutiful, Precious, Beautiful
Takara	Treasure
Takiko	Waterfall, Joy, Hope
Tama	Jewel
Tamami	Beautiful Gem
Tamiko	Many, Beautiful
Teruko	Shine, Illuminate, Glitter
Tetsu	Iron
Toki	Time Of Opportunity

Name	Meaning
Tomiko	Wealth, Abundance
Tomo	Friend, Wisdom
Tomoe	Blessing
Tomoka	Brilliant Friend
Tomoko	Intelligent
Tomomi	Friend, Beautiful, Wisdom
Tomoyo	Intelligent
Toshi	Year Of Plenty
Toshiko	Alert, Benefit, Longevity
Tsubaki	Camellia Flower
Tsubame	Swallow
Tsukiko	Moon
Tsuneko	Always, Child
Uki	Air, Space, Hope, Pray
Ume	Plum
Umeko	Plum Blossom Child
Urara	Serene, Beautiful
Uta	Song
Utako	Song, Child
Wakako	Young, Harmony, Beautiful
Wakana	Harmony, Music, Complete
Yachi	Eight Thousand
Yasuko	Peace, Quiet, Child
Yayoi	Relax, Birth, Spring
Yo	Positive
Yoko	Ocean, Sun, Child
Yori	Reliable

Name	Meaning
Yoshe	Beauty
Yoshi	Good, Respectful
Yoshiko	Good, Beautiful, Polite, Child
Yoshimi	Fondness, Good, Beautiful
Yoshino	Respectful, Good.
Yōko	Sunshine, Light
Yōta	Sun, Sunlight
Yua	Tie, Bind, Love, Affection
Yui	Elegant Cloth
Yuina	Tie, Bind
Yuka	Reason, Fragrance, Flower
Yukari	Save, Scent, Reason, Beautiful
Yukiko	Happiness, Snow, Child, Beginning
Yukino	To Be Like Snow
Yuko	Abundant, Gentleness, Child
Yumi	Reason, Cause, Friend, Beautiful
Yumie	Help + Serpent
Yumiko	Child, Bow And Arrow, Beautiful
Yuna	Kindness
Yuriko	Lily, Gentleness, Friend, Reason
Yuriye	Benefit, Lily, Friend, Blessed
Yūna	Sun Plant
Yuzuki	Small Citrus Fruit
Zakuro	Pomegranate

Gender-Neutral Names

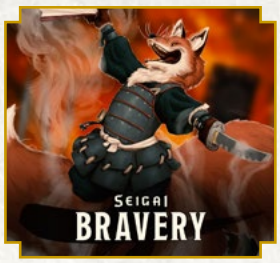
Name	Meaning
Akira	Bright, Clear
Aoi	Hollyhock Flower
Aoki	Blue Tree
Hachi	Eight
Harue	Springtime Bay
Hikaru	Light, Radiance
Hinata	Sunflower, Facing The Sun
Hiromi	Wide, Broad, Abundant, Beautiful
Ichigo	Strawberry Or Best Guardian
Jin	Tenderness
Kairi	Ocean Village
Kana	Powerful
Kaoru	Fragrance, Balmy
Katana	Sword
Katsu	Victorious, Win
Kazumi	Harmony, Peace, Beautiful

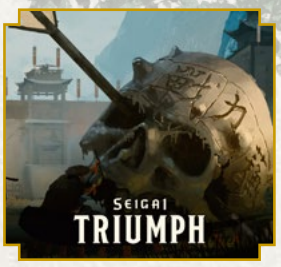
Name	Meaning
Kazuto	Peace, Harmony, First
Kin	Golden
Kiyoshi	Bright, Shining, Clear
Kohaku	Amber
Kosuke	Rising Sun
Kozue	Tree Branches
Kumi	Long Period Of Time, Beautiful
Kyō	Cooperation, Capital. Village, Apricot
Maemi	Honest Child
Maro	Myself
Michi	Righteous Way
Minato	Harbor
Mitsu	Light Or Honey/Nectar
Mochi	Japanese Rice Cake
Natsu	Born In Summer
Nori	Belief

Name	Meaning
Reiki	Japanese Spiritual Healing Practice
Ren	Lotus
Rin	Companion
Ryo	Exceed, Survive, Excel
Saku	Remembrance Of The Lord
Seiko	Accomplish, Truth, Child
Shin	Real, True
Shinobu	Endurance
Shun	Speed
Sora	Sky
Tokyo	Eastern Capital
Tomi	Rich
Tsubasa	Wings
Yasu	Calm
Yu	Brave, Leader, Gentle
Yuki	Snow Or Lucky

Appendix E: Playlists

The following Spotify playlists are designed for Seigai, and feature music by Japanese and Chinese composers.





Art: Credits in Spotify playlist descriptions, Kōno Bairei (background)

Appendix F: Recommended Media

These books, films, podcasts, and whatever else were influential to me when making this guide, and I'd highly recommend checking them out!

Books

- *The Book of the Hakutaku: A Bestiary of Japanese Monsters* (Matthew Meyer; 2019)
- *The Hour of Meeting Evil Spirits: An Encyclopedia of Mononoke and Magic: 2* (Matthew Meyer; 2015)
- *Japanese Ghost Stories* (Lafcadio Hearn; 1904)
- *The Legends of Tono* (Yanagita Kunio; 1910)
- *The Night Parade of One Hundred Demons: A Field Guide to Japanese Yokai: 1* (Matthew Meyer; 2015)
- *Silence* (Shūsaku Endō; 1966)
- *The Song The Owl God Sang: The collected Ainu legends of Chiri Yukie* (Chiri Yukie; 1922)
- *The Tensorate Series* (JY Yang; 2017)
- *Unbreakable Vol. 1* (Jacky Leung, Jazz Eisinger, Anthony Alipio, Steve Huynh, Kat Kruger, Daniel Kwan, Jacky Leung, Kevin Nguyen, Collette Quach, KC Shi, Russ Wilde, Ethan Yen; 2020)
- *Yasuke* (Thomas Lockley, Geoffrey Girard; 2020)

Films

- *Harakiri* (Masaki Kobayashi; 1962)
- *Kwaidan* (Masaki Kobayashi; 1965)
- *Pom Poko* (Isao Takahata; 1994)
- *Princess Mononoke* (Hayao Miyazaki; 1997)
- *Ran* (Akira Kurosawa; 1985)
- *Silence* (Martin Scorsese; 2016)
- *Spirited Away* (Hayao Miyazaki; 2001)
- *The Tale of the Princess Kaguya* (Isao Takahata; 2013)

Podcasts

- *Asians Represent* (Daniel Kwan, Agatha Cheng, Ammar Ijaz, Jayd Matyas, DM Steve; 2018–)
- *History of Japan Podcast* (Isaac Meyer; 2013–)
- *Uncanny Japan: Myths, Folktales, Superstitions, History and Language* (Thersa Matsuura; 2016–)

Other

- *Full Spectrum* [Web resource]
- *Ghost of Tsushima* (Sucker Punch Productions; 2020) [Video Game]
- *Land of the Crane* (David Garrett) [Web resource]
- *The Legend of Zelda: Breath of the Wild* (Nintendo; 2017) [Video Game]
- *May I Play A Character From Another Race?* (James Mendez Hodes; 2019) [Article]
- *Warring States Japan: Sengoku Jidai* (Extra History; 2014) [Educational Video Series]
- *Yokai.com* (Matthew Meyer) [Web resource]

Art: Dylan Choonhachat (bottom-right)

Appendix G: Glossary

-han/-ban. Suffix meaning domain.

-nushi. Suffix meaning lord, used for the five ancestors of the *o-ryū* dragons.

-sama. (1) Honorific term used to refer to superiors. (2) Suffix for the *kami*.

-shi. Suffix meaning city.

-shima. Suffix meaning island.

-son. Suffix meaning descendant.

a-gyō. The mouth shape that forms the "a" sound. Represents the beginning of all things, and is used to describe the left lion-dog in a lion-dog pair.

Akugaku. Fortress city in the Gulf of Wan on Shōdanshima. Capital of Akugakuhan. Etymology: 握顎 ("clenched jaw").

Akugakuhan. One of Seigai's nine domains, located in Shōdanshima. The *daimyō* is Chinushi Kenshin. Etymology: 握顎藩 ("clenched jaw domain").

ami. A net.

ararebō. A short mace, held in one hand.

aribo. A small club.

bakemono. Any shapechanging creature.

bakeneko. A shapechanging cat.

bayashi. A projected sound made by *tanuki* to trick people.

biwa. A stringed instrument, plucked with a paddle.

bō. A quarterstaff.

bo-hiya. A mortar that used matchlock technology. Fires a large iron arrow set aflame.

Bōfūhan. One of Seigai's nine domains, located in Shōjōshima. The *daimyō* is Chinushi Shingen. Etymology: 儚風藩 ("fleeting wind domain").

Bōfūshi. Coastal city on the North-West corner of Shōjōshima. Capital of Bōfūhan. Etymology: 儚風市 ("fleeting wind city").

bonshō. A bell found in temples that is rung to call monks to prayer; also generates a powerful sonon aura that frightens away evil *yōkai*.

bunagaya. Orange haired halflings who come from the Shikahan-shotō islands and are indigenous to Seigai. [Japanese basis: *Kijimunā*, a folk creature of the Ryukyuans]

bushi. A type of *rōnin*; specifically, a warrior (barbarian, blood hunter, fighter, or paladin).

Bushi-sama. The *kami* of warriors. Etymology: 武士様 ("honorable warrior"). [Japanese basis: Hachiman]

chigiriki. A flail.

Chinushi Ieyasu. The *daimyō* of Tagūhan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 家康 ("earth lord ieyasu"). [Japanese basis: Tokugawa Ieyasu]

Chinushi Kenshin. The *daimyō* of Daizeihan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 謙信 ("earth lord kenshin"). [Japanese basis: Uesugi Kenshin]

Chinushi Motonari. The *daimyō* of Bōfūhan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 竜就 ("earth lord motonari"). [Japanese basis: Mōri Motonari]

Chinushi Nobunaga. The *daimyō* of Gunjinban, and *shōgun* of the nation of Seigai. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 信長 ("earth lord nobunaga"). [Japanese basis: Oda Nobunaga]

Chinushi Shingen. The *daimyō* of Shikaban. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 信玄 ("earth lord shingen"). [Japanese basis: Takeda Shingen]

Chinushi Tatsuoki. The *daimyō* of Akugakuhan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 龍興 ("earth lord tatsuoki"). [Japanese basis: Saitō Tatsuoki]

Chinushi Ujiyasu. The *daimyō* of Chōhan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 氏康 ("earth lord ujiyasu"). [Japanese basis: Hōjō Ujiyasu]

Chinushi Yoshikage. The *daimyō* of Enfūhan. A *chiryū* dragon, and descendant of Chinushi-sama. Etymology: 地主 義景 ("earth lord yoshikage"). [Japanese basis: Asakura Yoshikage]

Chinushi-sama. The eight-headed dragon *kami* that was slain by Ran-sama, from whom *chiryū* dragons descend. Etymology: 地主様 ("honorable earth lord"). [Japanese basis: Yamata-no-Orochi]

chinushi-zu. The eight *chiryū* dragon *daimyō* of Seigai. Descendants of Chinushi-sama. Etymology: 地主頭 ("earth lord head").

chiryū. An *ō-ryū* dragon with affinity towards the earth. Etymology: 地竜 ("earth dragon").

chison. A *ryūson* dragonborn with affinity towards the earth. Etymology: 地孫 ("earth descendants").

Chōhan. One of Seigai's nine domains, located in Shōjōshima. The *daimyō* is Chinushi Ujiyasu. Etymology: 釣藩 ("fishing domain").

Chokuzoku. The name of Seigai's second era, known in common as the Era of Direct Control. Characterized by a flourishing of art and religion, and recognized as a peaceful time. [Japanese basis: Heian Period, the "Age of Peace"]

Chōshi. Fishing city, on the East coast of Shōjōshima. Etymology: 釣市 ("fishing city").

dai-. Prefix meaning great.

daikyū. A longbow.

daimyō. A great lord who governs a domain. Vassal of the *shōgun*. All *daimyō* are *chinushi-zu* dragons.

daitengu. A greater *tengu*. Humanoid in appearance with a red face, long nose, and wings. Skilled blade users.

Daizei. Militaristic city in Shōjōshima. Capital of Daizeihan. Etymology: 大勢 ("great military strength").

Daizeihan. One of Seigai's nine domains, located in Shōjōshima. The *daimyō* is Chinushi Kenshin. Etymology: 大勢藩 ("great military strength domain").

dō-maru. Riveted suit of whole-body lamellar armor.

Enfūhan. One of Seigai's nine domains, located in Shōdanshima. The *daimyō* is Chinushi Yoshikage. Etymology: 遠風藩 ("distant wind domain").

Enfūshi. Southernmost city in Shōdanshima. Capital of Enfūhan. Etymology: 遠風市 ("distant wind city").

Entei. The major mountain range in Shōjōshima. Etymology: 堰堤 ("weir mountains").

fuetsu. A battleaxe.

fukiya. A blowgun.

Fūnushi-sama. The dragon kami of the rain and snow, from whom *fūryū* dragons descend. Etymology: 風主様 ("honorable wind lord"). [Japanese basis: Kuraokami]

fūryū. An *ō-ryū* dragon with affinity towards the air. Etymology: 風竜 ("wind dragon").

fūson. A *ryūson* dragonborn with affinity towards the air. Etymology: 風孫 ("wind descendants").

garappa. Tortoise-like humanoids, close cousins of the *kappa*. Typically very dangerous and should not be approached.

gashadokuro. A colossal skeleton *yōkai*, born from the aftermath of particularly bloody battles.

godai. The five natural elements according to Seiganese people: earth, water, fire, air, and void.

Godō. A religion introduced from foreign lands and practised throughout the Chokuzoku Era. Now heavily regulated; however, its influences on Seigai culture remain.

Gunjin. Military city. The present home of the *shōgun*. Capital of Gunjinban. Etymology: 軍陣 ("military encampment").

Gunjinban. One of Seigai's nine domains, located in Shōdanshima. The *daimyō* is Chinushi Nobunaga. Etymology: 軍陣藩 ("military encampment domain").

hanbō. A short quarterstaff.

hankyū. A shortbow.

hayokpe. A leather laminar armor with ankle-length skirts, worn by the hunters of Rep-un-Mosir.

hibagon. A type of *yōkai*, with some characteristics similar to a Yeti.

ho-o. A type of *yōkai*, with some characteristics similar to a Phoenix.

Honzaishi. A city on the banks of the River Zaikara in Daizeihan, Shōjōshima. Home to famous hot springs. Etymology: 鯰財市 ("catfish fortune city").

Ikidomari. Another name for the city of Enfūshi. Etymology: 行き止まり ("dead end").

Ikimori. A forest in the North of Tagūhan that can appear as though it is a living being. Etymology: 息森 ("breathing forest").

Inga-sama. The *kami* of light. Etymology: 飲歌様 ("honorable drink song"). [Japanese basis: Uzume]

ittan-momen. A type of *yōkai*, with some characteristics similar to a Rug of Smothering.

izakaya. The Seigai equivalent of a bar. Usually furnished with low tables.

jinja. Draconic word for shrine, typically devoted to one *kami*.

jitte. A thin steel baton with a hook at the hilt used for disarming.

jubokki. A type of *yōkai*, with some characteristics similar to a Corpse Flower.

jūmonji-yari. A three-pronged *yari* spear.

kabutowari. A dagger designed for piercing helmets.

kaidan. A folk-tale from Seigai. Literally means "ghost story".

Kakyō. The city at the bridging point between Shōjōshima and Shōdanshima. Belongs to Gunjinhan. Etymology: 跨橋 ("straddling bridge").

kama. A sickle.

kama-yari. A *yari* spear with an additional blade at a right-angle to the thrusting blade.

kami. Seigai Draconic word, roughly approximating in its meaning to "holy power".

kamidō. The common religion of Seigai, which entreats Seiganese to preserve tradition and respect nature, the home of the *kami*. Etymology: 神道 ("kami road").

kamigami. The pantheon of *kami*.

Kaminari-sama. The *kami* of thunder. Etymology: 雷様 ("honorable thunder"). [Japanese basis: Raijin]

kan. The secret *sonon* word granted to powerful *meijin*. Etymology: 幹 ("talent").

kana. A consonant-vowel pair in draconic writing.

kanabō. A heavy two-handed maul, also known as a *tetsubō*.

kanamuchi. A long thin metal club.

Kanushi-sama. The dragon *kami* of fire, from whom *karyū* dragons descend. Etymology: 火主様 ("honorable fire lord"). [Japanese basis: Kagu-tsuchi]

kappa. Tortoise-like humanoids, notable for their domed head which they must keep filled with water.

karuta. Folding armor consisting of rectangular plates linked by *kusari* mail or laced together.

karyū. An *ō-ryū* dragon with affinity towards fire. Etymology: 火竜 ("fire dragon").

kason. A *ryūson* dragonborn with affinity towards fire. Etymology: 火孫 ("fire descendants").

katana. A longsword with a curved blade, carried by *samurai* and some *rōnin*.

kawauso. A shapechanging otter.

Kaze-sama. The *kami* of the wind. Etymology: 風様 ("honorable wind"). [Japanese basis: Fūjin]

ken. The secret *sonon* word granted to powerful *sō*. Etymology: 賢 ("wisdom").

kikko. Folding armor consisting of hexagonal plates linked by *kusari* mail.

kiko. A celestial *kitsune* who has ascended up the first rank of the *kitsune* ladder.

kitsune. A shapechanging fox.

kofun. A type of burial mound, shaped like a keyhole.

kogatana. A small utility dagger.

komainu. The lion-dogs that guard the entrance to temples. Always present in a male-female pair, and appear statuesque.

koromodako. A type of *yōkai*, with some characteristics similar to a Kraken.

korpokkur. Gnomes from the Rep-un-Mosir island chain, indigenous to Seigai. They are known for their affinity to the butterbur plant. [Japanese basis: *Korpokkur*, a folk creature of the Ainu]

kotengu. A lesser *tengu*. A feathered humanoid with a beaked face.

koto. A string instrument, played on the lap, and plucked with fingers.

Kōtoban. One of Seigai's nine domains, located in Shōdanshima. Kōtoban has no regional leader and the position is left symbolically vacant. Etymology: 公都藩 ("official capital domain").

Kōtoshi. The capital city of Seigai, located at the North-East of Shōdanshima. (Etymology: 公都市). Etymology: 公都市 ("official capital city").

kozane dō. Lamellar cuirass made of scales.

Kuma. The language spoken in Rep-un-Mosir, meaning "bear" in common.

Kūmatsuri. A festival of gratitude held when the Moon is in Kūnushi-sama's Heart Mansion. Etymology: 空祭り ("void festival").

Kūnushi-sama. The dragon *kami* of the stars, from whom *kūryū* dragons descend. Etymology: 空主様 ("honorable void lord"). [Japanese basis: Seiryū]

kūryū. An *ō-ryū* dragon with affinity towards the void. Etymology: 空竜 ("void dragon").

kusari. Light mail armor.

kusari-fundo. A bludgeoning flail.

kusarigama. A flail with a *kama* sickle on the end.

kūson. A *ryūson* dragonborn with affinity towards the void. Etymology: 空孫 ("void descendants").

madōshi. A type of *rōnin*; specifically, a mage (sorcerer, warlock, or wizard).

makibishi. Caltrops.

manchira. A mail shirt, worn under clothes.

Manshi. A famous battle fought between the forces of Gunjinban and Shikaban, known for its terrible loss of life. Etymology: 万死 ("ten-thousand deaths").

masakari. A greataxe.

masaru. A race of intelligent monkeys native to the jungles of Shōdanshima. Etymology: 真猿 ("true monkey").

meijin. A type of *rōnin*; specifically, an expert (artificer, bard, ranger, or rogue).

mino. A cape made of straw, useful in a pinch.

Mizu-sama. The *kami* of water: rivers, oceans, and even the sewers. Etymology: 水様 ("honorable water"). [Japanese basis: Suijin]

muchi. A whip.

mujina. A shapechanging badger.

nagamaki. A longsword similar to a *katana*, notable for its long handle.

nage-yari. A short spear or javelin.

naginata. A spear-like weapon with a slicing blade attached to the end.

ningyo. A type of *yōkai*, with some characteristics similar to Merfolk.

ninjatō. A shortsword used by *shinobi* warriors.

nō. A genre of drama, performed in a theatre.

Nō Gakkō. The nationwide school of *nō*-style theatre.

nōmin. Draconic word for common-folk, peasants.

nomori. A type of *yōkai*, with some characteristics similar to a Behir.

nopperabō. Faceless humanoid form that some *bakemono* occasionally take.

nunchaku. A weapon made from two wooden sticks attached by a chain.

ō-ryū. The dragons of Seigai, who each have affinity to one of the elements. Etymology: 大竜 ("great dragons").

o-tera. Draconic word for temple.

ō-yoroi. Ornate riveted suit of whole-body lamellar armor, boxy in shape and designed for horseback combat.

ōdachi. A large longsword, longer than a *katana*.

ōmukade. A type of *yōkai*, with some characteristics similar to a Remorhaz.

oni. A type of powerful *yōkai*. Almost always malevolent and can be terribly violent.

onibi. A type of *yōkai*, with some characteristics similar to a Will-o'-wisp.

Oniō-sama. A powerful *oni*, and son of Chinushi-sama. Destroyed the Heavenly Sword, allowing the *chinushi-zu* to return to Seigai. Now deceased.

Onna-Bugeisha. A faction of powerful *rōnin* women.

ono. A handaxe.

onsen. A public bath using heated water from geothermal springs.

ōtsuchi. A warhammer, particularly used as a siege weapon.

Ran-sama. The *kami* of chaos and trickery. Etymology: 乱様 ("honorable riot"). [Japanese basis: Susanoo]

Rep-un-Mosir. A volcanic island chain located in the Ryūguchi Sea. Home of the *korpokkur*. Etymology: レプウン モ シリ ("land belonging to open sea"). [Japanese basis: Ainu words]

rī. The secret *sonon* word granted to powerful *bushi*. Etymology: 力 ("power").

rōnin. Mercenaries who undertake contract work for the government.

Ryūgū-jō. The underwater palace where the Dragon Emperor Suinushi-sama resides. Etymology: 竜宮城 ("underwater palace castle"). [Japanese basis: Ryūgū-jō]

Ryūguchi. The sea in-between Shōjōshima and Shōdanshima. Etymology: 竜口 ("dragon mouth").

ryūson. The dragonborn of Seigai, who each have affinity to one of the elements. Etymology: 竜孫 ("dragon descendants").

sai. A short piercing weapon with two curved prongs at the hilt used for disarming.

sake. A strong alcoholic drink made from fermented rice, served hot or cold.

sakura. Cherry blossoms, the arrival of which in Spring is celebrated by all Seiganese.

samebito. A type of *yōkai*, with some characteristics similar to a Kuo-Toa.

samurai. The warrior caste of Seigai. Under the command of the *daimyō*, and have authority over the *nōmin*.

Seiden. Agricultural market city on the Northern side of Daizeihan, Shōjōshima. Etymology: 盛田 ("prosperous rice paddies").

Seigai. The island nation that is the focus of this guide. Etymology: 青界 ("azure world").

Seigai-no-hanarabi. The mountain range extending down the full length of Shōdanshima. Etymology: 青界の歯並び ("seigai's row of teeth").

seijin. A Seiganese word for "coming of age".

sensei. (1) A teacher. (2) The leader of an artistic or martial philosophy.

Setsuritsu. The name of Seigai's first era, known in common as the Founding Era. Characterized by colorful tales involving the affairs of the *kami*. [Japanese basis: Kami-yo, the "Age of the Gods"]

shakuhachi. A woodwind instrument made of bamboo, similar to a recorder.

shamisen. A plucked string instrument, with a hollow body covered in a membrane, like a banjo. Played with a paddle.

shichijin. The seven races of Seigai: humans, *ryūson*, shapechangers, *masaru*, *bunagaya*, *kappa*, and *korpokkur*. Etymology: 七人 ("seven people").

Shigon. The name of Seigai's third era, known in common as the Era of Given Authority. Characterized by constant fighting between the armies of the eight *daimyō*. [Japanese basis: Sengoku Period, the "Age of Warring States"]

Shikaban. One of Seigai's nine domains, located in Shōdanshima. The *daimyō* is Chinushi Shingen. Etymology: 鹿市藩 ("deer domain").

Shikahan-shotō. Island cluster on the Southern coast of Shōdanshima. Etymology: 鹿斑諸島 ("deer speckle island cluster").

Shikashi. Coastal city, located halfway down Shōdanshima on the East coast. Capital of Shikaban. Etymology: 鹿市 ("deer city").

shinobi. (1) A faction of clandestine rogues. (2) A member of the faction.

shīsā. (1) A small *komainu* that inhabits rooftops. (2) The language spoken in Shikahan-shotō.

shō. A reed instrument made of bamboo, held in a cupped hand.

Shōdan-sama. One of the two founding *kami* (deities) of Seigai. Forge domain. Etymology: 請男様 ("honorable inviting male"). [Japanese basis: Izanagi]

Shōdanshima. The Southern landmass in Seigai. Thick jungles and tall mountains. Etymology: 請男島 ("inviting male island").

shōgun. The military leader in Seigai. The *daimyō* with the highest authority, designated by the Dragon Emperor Suinushi-sama.

Shōjō-sama. One of the two founding *kami* (deities) of Seigai. Life domain. Etymology: 請女様 ("honorable inviting female"). [Japanese basis: Izanami]

Shōjōshima. The Northern landmass in Seigai. Rich in resources. Etymology: 請女島 ("inviting female island").

Shōnin-ikki. A powerful merchant group. Uses the symbol of a red seahorse. Etymology: 商人一揆 ("merchant uprising").

shōrō. A bell tower found in temples, where the *bonshō* bell is housed.

shu. The secret *sonon* word granted to powerful *madōshi*. Etymology: 呪 ("spell").

shudo. A light crossbow.

shuriken. A small bladed throwing weapon with rotational symmetry.

sō. A type of *rōnin*; specifically, a priest (cleric, druid, or monk).

Sōbai-sama. The *kami* of knowledge. Etymology: 聡媒様 ("honorable wise mediator"). [Japanese basis: Omoikane]

sōgenbi. A type of *yōkai*, with some characteristics similar to a Flameskull.

sonon. The magic inherent in every sound. Etymology: 尊音 ("revered sound"). [Japanese basis: *Kotodama*]

Suinushi-sama. The Dragon Emperor *kami* of Seigai, from whom *suiryū* dragons descend. Etymology: 水主様 ("honorable water lord"). [Japanese basis: Watatsumi]

suiryū. An *ō-ryū* dragon with affinity towards water. Etymology: 水竜 ("water dragon").

suison. A *ryūson* dragonborn with affinity towards water. Etymology: 水孫 ("water descendants").

Tagūhan. One of Seigai's nine domains, located in Shōjōshima. The *daimyō* is Chinushi Ieyasu. Etymology: 多宮藩 ("many shrine domain").

Tagūshi. City on the Gulf of Wan. South-Eastern side of Shōjōshima. Capital of Tagūhan. Etymology: 多宮市 ("many shrine city").

taiko. A type of drum.

tanegashima. The matchlock rifles used by Chinushi Nobunaga's forces that allowed him to gain military superiority over the other *daimyō*.

tanuki. A shapechanging raccoon-dog.

Tatorīmon. The *torii* gate entrance to the sacred domain of Kōtoban. Etymology: 多鳥居門 ("gate of many torii arches"). [Japanese basis: Fushimi-Inari shrine]

tedate. Rectangular wooden or iron-plate shield.

teinen. A Seiganese word meaning "adulthood".

tengu. A type of *yōkai*, typically antagonistic towards Seiganese. Either avian (*kotengu*) or humanoid with a red face and long nose (*daitengu*).

tennin. A type of *yōkai*, with some characteristics similar to a Deva.

Tenshō-sama. Deity of the Sun. Etymology: 天昭様 ("honorable heavenly shining"). [Japanese basis: Amaterasu]

tessen. A war fan, used for striking and deflecting attacks.

torii. A red or stone archway found at the entrance of shrines that marks the threshold between the mundane and the spiritual.

Tosaka. A mountain near Kōtoshi.

tosei dō. Iron-plate cuirass designed to protect against gunfire.

tosei-gusoku. Iron-plate whole-body armor designed to protect against gunfire.

tsuchigumo. A type of *yōkai*, with some characteristics similar to a Giant Spider.

Tsuki-sama. The *kami* of the moon. Etymology: 月様 ("honorable moon"). [Japanese basis: Tsukuyomi]

tsukumogami. A type of *yōkai*, with some characteristics similar to a Mimic.

tsurugi. A greatsword. Used widely in the Setsuritsu period, but fallen out of favor.

tsuruhashi. A war pick.

uchigatana. A type of sword similar to a *katana*, but mass produced and of inferior construction.

umeshu. A liqueur made by steeping Seiganese plum fruits in spirits.

un-gyō. The mouth shape that forms the "un" sound. Represents the end of all things, and is used to describe the right lion-dog in a lion-dog pair.

wakizashi. A shortsword, usually carried with a *katana*.

Yamabi. The great volcano in Shōjōshima. Etymology: 山火 ("mountain fire").

yamauba. A type of *yōkai*, with some characteristics similar to a Bheur Hag.

yari. A straight-headed spear.

yōkai. A creature that is not one of the *shichijin* nor a beast.

Yōnō-sama. The *kami* of agriculture and fertility. Etymology: 沃農様 ("honorable fertility agriculture"). [Japanese basis: Inari]

yoroi-dōshi. A small dagger.

yūrei. A type of *yōkai*; a general word for a ghost.

Zai. A large lake in Daizeihan. Etymology: 財湖 ("fortune lake").

Zaikara. A river which flows from Lake Zai in Daizeihan. Etymology: 財から川 ("from fortune river").

More Adventures in Seigai!

Thank you so much for the incredible response to the First Release of ***Lafcadio's Guide to the Azure Kingdom.*** The Second Release, renamed ***Kunio's Guide to Seigai***, aims to improve balance, flesh out detail in underexplored areas, and improve the depiction to remove any problematic tropes.

If you play a game in Seigai, I'd love to hear how it goes! Please send a message to **u/Rosstavo** on Reddit.

Future Plans:

Yokai Manual

A Starter Adventure

New & Reskinned Backgrounds

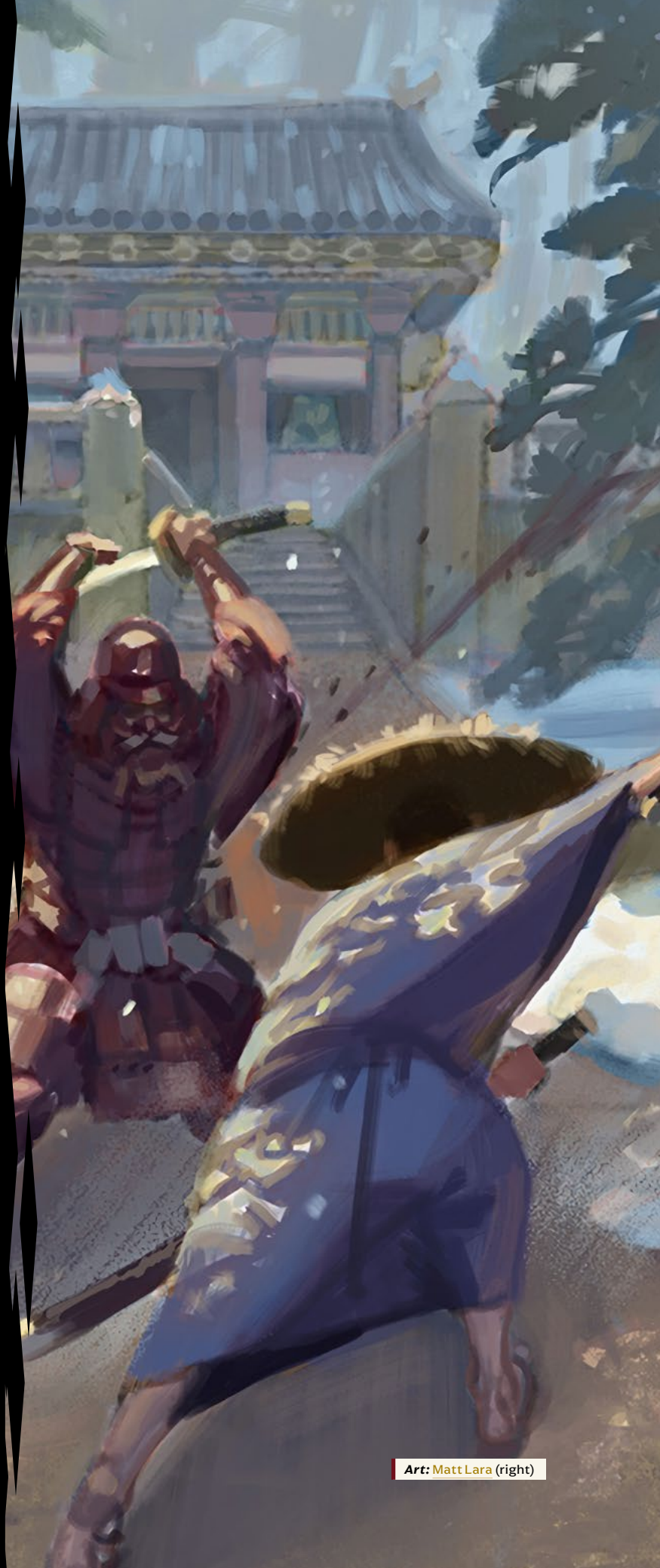
d100 Tables

More Factions

More Rumors

SEIGAI

2nd Release (2.0)
Visit **seigai.world**



Art: Matt Lara (right)